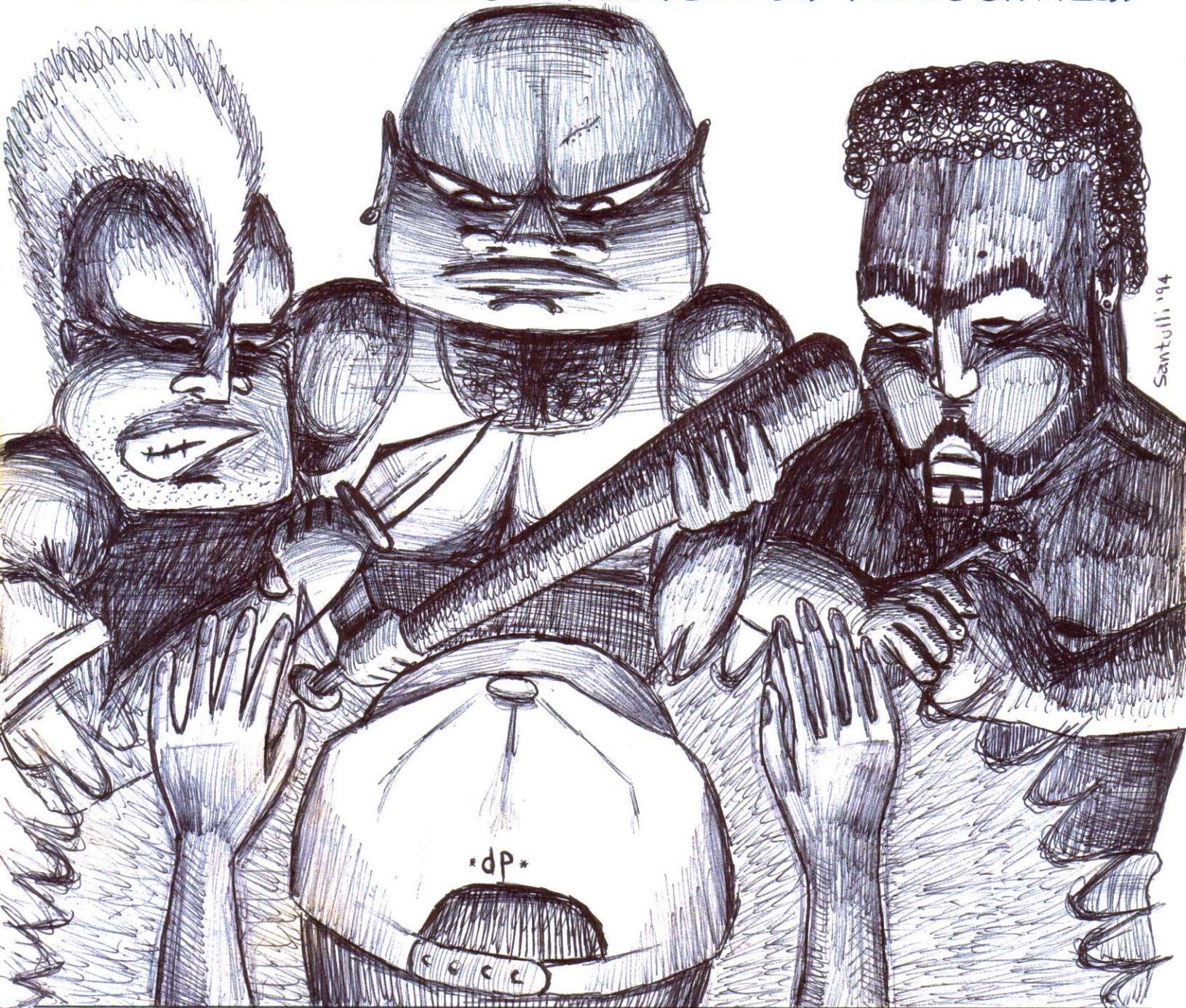


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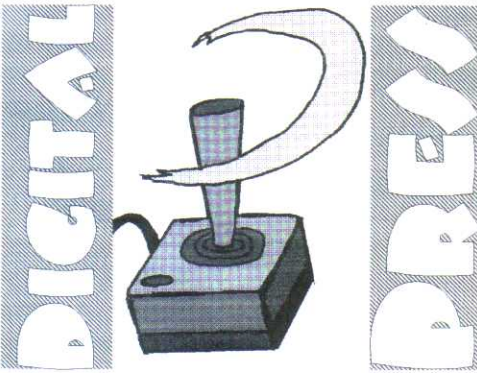
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Santulli '94

#22:

Requisition.



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REQUISITION.
EDITOR'S BLURB by Joe Santulli

We dug through requests. We read your letters over and over. We listened to your comments. Then... we got to work. Before I knew it, we were thirty pages thick and I had to call it quits or risk not even getting this monster out the door. What the heck, right? If EGM can produce a 400 page magazine, surely I can produce a 30 page fanzine. Quite frankly, I think my boys did a much better job.

Yep, so this is the "reader request" themed issue. Everything you see in here represents your input, from the video games we reviewed to the articles (Sega Master System, you cried! Karl Youngman, you wailed!) to the extended letters column. It has been an interesting experience. In this record-breaking issue, we've got 30 pages, 9 contributors, 13 columns, 15 game reviews, one semi-conscious editor, and five naughty words. There's also a hidden picture of a woman's right breast, but you'll have to look hard for that (and use your imagination to the Nth degree).

My only regret this issue is that I didn't have time to play all of the great games as much as I'd like. Super Punch-Out! and Final Fantasy III are getting the most game-time from me, and I'm starting to get more into NBA Live '95 and NHL '95. Earthworm Jim sits on my shelf, beckoning me. Way of the Warrior still haunts my nights. Where the heck am I gonna find time for all of this good stuff? Isn't video gaming as a lifestyle the coolest?

I shouldn't really complain about my time, though. I just went back to Electronics Boutique (read the saga from last holiday season), and I'll have lots of interesting stories to tell ya next issue. Customers are both the most knowledgeable (chip-heads) and least knowledgeable ("When's Madden coming out?") people, and you never know what you'll hear next. This holiday season should be interesting, since there are some huge question-mark products on the shelves in time for Christmas. Will the 32X be a big seller? Will the Jaguar sell more than the store's current stock of three units? Will John (it's coming November 18th!) Madden Football '95 be better than Sega's NFL '95? So many questions.

This is completely unrelated, but I'm recommending everyone go see "Pulp Fiction" with Travolta and Willis. It's a 10 on my movie scale, and the first I've seen TWICE in a movie theatre since I was but a lad. And while I'm on the subject of recommending unrelated spending, check out the latest Jerky Boys CD!

Talk you you again in two months. You have a lot of reading to do.



GIVE IT TO ME
by Joe Santulli

They weren't always the most friendly requests, but our readers always embrace video gaming with a passion much like sex on a Friday night.

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OLD GLORIES

Associazione di Video Nostalgici e
Computer in disarmo

ATARI 2600 / 5200 / 7800 / ATARI
COMPUTERS / INTELLIVISION / LUCKY /
COLECOVISION / ADAM / HANIMEX /
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/ SEGA SC 3000 / NINTENDO NES /
SEGA MASTER SYSTEM /
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al 1984 e ancora altri sistemi degli anni
'70 e '80. Solo SOFTWARE ORIGINALE.
Software disponibile talvolta NUOVO e
comunque in ottimo stato. Centinaia di
titoli mai arrivati in Europa. Riviste degli
anni '80. HARDWARE SOFTWARE
PERIPHERALS

We are an Italian Club with subscribers
in all Europe, all nostalgics of the first
'80 electronic era. We trade / sell / buy
everything for the systems above. We
are 220 subscribers and our age is
between 20 / 35 years. Somebody told
us that you are printing a series of books
dedicated to old software for
cartridges. Naturally we are interested.
Envy list and \$ prices. We wait.
Greetings from Italy.

Max Uanini
Milano, Italy

*Hey, no using bad words in this fanzine!
I think you referred to a woman's breasts*

*in a derogatory way at least two times!
This is a family oriented publication,
please. Thank you. And now let me
extend my heartfelt "bienvenidos" to
another family. We (DP readers and
contributors) are 500+ subscribers and
our ages range from 9 to 77 years. I'm
particularly glad that word travels to
every part of the globe, because I'm sure
we can learn a thing or two from each
other. Keep in touch!*

FOUL PLAY?

Dear Joe,

D.P. Guide #3 was worth the wait. It is
a Masterpiece. I knew it would be good
but you and your staff have made a
quality guide that's so great every time I
pick it up I just can't believe how you are
able to put together something of such
high quality with all your other great
stuff.

Joe, in your letter section in D.P. 21
"Skeptical" you said one of your fav Sega
CD's is *Chuck Rally*? Who got you this
game. I thought this game was never
finished?

Nick Masciotti
Bronx, NY

*Snagged! Every once in a while we're
graced by software manufacturers with
"pre-releases" of upcoming games. It's
only that way because we pestered the
hell out of some of these companies in
our early days. Lately, I just don't have
the time (that and the fact that most
of them have now seen this rag and
refuse to send us anything!) but they still
trickle in. All I can say is *Chuck Rally*
rules! I hope the production game comes
out soon, it was due for Sega CD in
October.*

DP GUIDE RAVE

Hello!

The guide came in Monday's mail! And it
is GREAT! I must have just about read it
from cover to cover last night. I've
definitely got the collecting bug. I picked
up my first (ever) Atari for ten dollars
about five months ago and now I have
over two hundred unique titles for the
2600 and thirty for the 7800.

I really enjoyed the humor interjected
among the game descriptions. The
comment about K-tel really made me
chuckle. Too bad I've started collecting
too late to get my name added to the
"collectors" list in the appendix. It seems
to be a fairly short list actually. Now I



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EARLY, BUT WE CAN'T GUARANTEE IT!

can't wait for that issue of Digital Press to arrive. I'm thinking about contributing an article or editorial or SOMETHING. Are there any guidelines or article suggestions you have?

One last note. I've traded/sold most of my duplicates over the past couple weeks except for a few 7800s (thank you Big Lots). Do you have any Atari items to sell/trade?

Tony Rice
10021 Morgans Trace
Loveland, OH 45140

Thanks for the kudos, and to everyone who has ordered the Guide and endured the delays - you're the best! Tony, I'm printing your full address so the hordes of collectors out there can send you their "for sale" lists. You can get loads of 2600 and 5200 games from the DP subscriber base. Keep us informed as to how the collecting is going!

ATARI JAG INSIDER

Joe,

I was going through some computer bulletin board posts in Prodigy and came upon this one. I figured you might get a kick out of it:

EVERY GAME SYSTEM LOOSES MONEY IN THE FIRST YEAR OR SO. EVEN NINTENDO! THE SAME THING IS HAPPENING IN THE 3DO VS. JAGUAR AS HAPPENED BACK IN 84" WITH NINTENDO VS. ATARI. THERE WERE ONLY 3 GAME SYSTEMS!!!! SEARS/ODDESY, ATRI 2600 AND THE MORE ADVANCED (4-BIT) ATRI 2000. THEN NINTENDO STEPS IN TO THE PICTURE AND RIGHT AWAY SEARS/ODDESY GOES BELLY UP. HOW EVER NINTENDO WAS STILL LOSING MONEY AND ATARI WAS RAKING IN THE DOUGH. THIS WAS GOING ON FOR ABOUT A YEAR. THEN NINTENDO ALL OF A SUDDEN RAN THIS HUGE ASS ADD CAMPAIGN THAT BOOSTED SALES ABOUT 350% WITH IN 2 QUARTERS ATARI WAS ABOUT GETTING 4 OR 5 SALES A MONTH (SORRY!!!!) AND WAS ABOUT 20 MILLION IN THE HOLD. THEN AT&T AGAIN WAS POURING MONEY IN

ATARI TO KEEP IT ALIVE. AND THE NINTENDO (8 AND 9 BIT) HAD ONLY 12 GAMES OUT ON THE MARKET. BUT BY THE END OF THE NEXT MONTH ATARI WOULD GO BANKRUPT, BELLY-UP, BROKE, AND IN THIS CASE THE 3DO WOULD BE AS THE ATARI AND THE JAG. WOULD BE AS THE NINTENDO. SO I THINK THE ATARI JAGUAR WOULD BE THE SMART CHOICE FRO GAME LOVERS AND THE 3DO WOULD BE THE SMART CHOICE FOR GAME COLLECTORS, CAUSE I STILL HAVE MY OLD ATRI 2600, AND 20000, AND MY ODDESY, TOGETHER THEY ARE WORTH ABOUT 2 OR 3 THOUSAND DOLLARS.

Courtesy:
Steve Averitt
Lima, OH

Umm.... what?

GETTING IT RIGHT

Hello there Joe (and Tim),

Thank you for iss. 21 of D.P. and the excellent interview with JVR, ace coding and fantastic gameplay makes H.E.R.O. one of my all times faves on the VCS. (They don't write good games like that anymore!!)

I also would also like to point out a few issues, please.

1. John Madden Football from EA made its first appearance on the IBM and C-64 and not the GENESIS.

2. Star Trek fans are called 'TREKKERS' and not 'TREKKIES', they regard it as an insult.

3. AL mentions in his article that the NIGEL MANSELL game is a waste of royalties because no one has ever heard of him. We could say the same about any American football/baseball/basketball player (BO? DEREK??), so if that was the point he should not include N.M. in the review.

4. SEAN talked about copyright issues and uses SPECTRAVISION as an example because they are not around any more. SPECTRAVISION are alive and well producing a range of joysticks.

5. JOE and his 64-bit craze. Somehow you seem to think that

anything written for the JAG must look and play fantastic immediately. Don't forget, games written for the 8-bit SNES just starting to show promise e.g. DONKEY KONG COUNTRY, and it's taken almost four years.

6. It was interesting to read about the Video game trading cards in issue 20, how about an article on Video game stickers? I am asking because just by chance I collected the official SUPER STREET FIGHTER II stickers and even had fun doing so (I'm easily pleased).

7. That's it and 'keep on rockin'!
Thomas Holzer
ENGLAND

OK, OK Tom! You're right on most counts. You're REALLY paying attention! Nigel Mansell IS a waste of royalties in the US. We don't expect you (overseas, where Mansell IS a household word) to see it the same way. Here's a good example: No one has made a Championship Cricket game for a US console, and if t does come, I hope they don't use a player endorsement! EA's upcoming Rugby videogame is also not endorsed. Why make the consumer pay extra just to have a celebrity on the box when less than half of the gamers know the name?

I defend myself ("64-bit craze") because I've been through this a few times already now and I've never seen it take so long to get the ball rolling as Atari has. It did NOT take Super NES programmers a year to produce a game that shows off the system (Castlevania IV, Pilotwings, and Super Smash TV were early releases). Nor did it take 3DO, CDI, Genesis - or ColecoVision designers, for that matter. The only "craze" here is the one Atari themselves have built up and failed to capitalize on. Incidentally, the Super NES is a 16-bit system, not 8-bit as you stated! Stay cool.

SWEAT UPDATE

A few of us were able to find out a few interesting things about Sweat.

It turns out that it was just about finished. The Starpath guys used to play

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it at parties, where it was supposedly a big hit. They also messed around with the graphics a bit in the version they used - the athletes had feet made of large balls. At any rate, while it wasn't produced, it was almost finished, and very playable. We have 2 people who claim to be able to either get a tape, or the code for the game (then we'd just have to play around with it on an Apple II to make it work right). So I guess it really does exist.

Wow, over 300 orders for the price guide? That's great to hear. I didn't realize that there were that many people that serious about collecting. Nice to hear that there are so many like us :-)

BTW, finally found my first classic prototype this weekend, 2600 *Gravitar*. It will look nice next to all my modern protos.

Shane Shaffer

This title has gone in and out of our Guides enough times to qualify it for some kind of award, but I think we'll keep it in the "Rumor Mill" until someone provides me with physical evidence. Send us a copy of the game if it exists! Collectors, keep hunting!

BUY LOW SELL HIGH

Joe,

I received my guide yesterday. Thanks much. You and your staff did an excellent job. I liked all of the additional information that was put in with the listings; like programmers, rarity, etc. I also liked the articles and the psychopedia and the huge collectors listing. I was disappointed that my name wasn't included. I sent my request in around April or May with a classified ad. Maybe next time.

I had a lot of fun last night updating the prices for my collection on my computer list. I have about 500 different games now between the 2600, 5200, 7800, ColecoVision, and Vectrex. As I changed the prices I kept a tally of increased and decreased values. I thought you might be interested to see how your Guide affected my collection.

My 2600 carts went down - \$165 affecting 37 carts, up + \$554 affecting 95 carts, NET + \$389.

My 5200 carts went down - \$32 affecting 17 carts, up + \$48 affecting 18 carts, NET + \$16.

My 7800 carts went down - \$2 affecting 1 cart, up + \$33 affecting 8 carts, NET + \$31.

My ColecoVision carts went down - \$21 affecting 5 carts, up + \$335 affecting 75 carts, NET + \$314.

My Vectrex carts went down - \$4 affecting 2 carts, up + \$44 affecting 10 carts, NET + \$140.

Kind of fun computation. What this meant to me was not that my collection is worth more money, but that it is more rare and collectible. I was especially pleased to see the increases in the ColecoVision carts, since I have always felt that they were undervalued in past guides (especially several Coleco brand titles). I met a guy here at school who loves the old games and was amazed at the size of my collection. We played for an entire evening last weekend. I got a letter from Mike Casey, who used to live in Las Vegas. He moved to Salt Lake City. I was jealous. I miss all of the good things, but at least somebody will be bringing all of the great finds in Salt Lake into the collecting network. I plan to move back in 1997.

Well, now I'm rambling. Thanks for making the hobby accessible and fun. I'd be interested to know if you've received any other input on the price adjustments or whatever.

Dale Curtis
Salem, OR

First, I must apologize for the Collector's Connection error - but I'm setting that right in this issue. Future issues of DP will contain updates to the Guide, including Collector's Connection changes and additions!

It's pretty cool that your collection has increased in collectibility. You spent a lot of time figuring that out - I'd be curious what others have come up with. Actually, it would be interesting to see how much everyone's total collections come out to based on Guide values. In other words, if you've got the time, send us the results of your research!

ONE MORE FROM OVERSEAS

Inquiry & information about your fanzine and elder video-games.

Dear sirs, as I am very interested in the early days of video-gaming I try to get these old cartridges from all over the world, but it's very difficult to do so and often even useless. So once I wrote a letter to two American videogames sellers (ADAM's House and Telegames USA) but they didn't reply to my letter (although I enclosed an international reply coupon).

I own lots of cartridges for the Atari VCS /2600 /5200/ 7800, Intellivision, ColecoVision, Vectrex, and so on. Also, I got some issues of the old and very famous "Electronic Games" magazine (remember it?), it was a fantastic mag. I read about you in a German videogames magazine called MAN!AC (do you know Martin Gavisch?), which is simply the best mag here in Germany because it has so much insider-information inside. The mag told me that when I'm interested in older videogames, I should contact you, so here are my questions:

1. Does your fanzine Digital Press occupy with the old electronic time (1978-1985)?

2. As a foreigner is it possible to subscribe to your fanzine? How much would I have to pay for it?

3. Could you please tell me any addresses in the USA (or elsewhere) where I can get those cartridges and trust in their service?

4. Do you know the small Game & Watch LCD- tabletop- handheld- games offered by Nintendo a few years ago? Could you please give me any addresses where I can buy them?

5. My last questions are "special ones" referring to the elder releases from Parker Brothers: a) I know that the game "Star Wars Return of the Jedi - Game I (Death Star Battle) was released for the Atari VCS. Does a ColecoVision, Intellivision and Atari 5200 version exist? b) Is it absolutely for sure that the games Hulk, The Lord of the Rings, and Jaws were never released on any system or computer? Do promotion demos or EPROMS of these games exist? c) There are two cover artworks of Star Wars Return of the Jedi - Game II existing. One artwork shows Han Solo dangling over a pit on the planet Tatooine, the other one shows two stormtroopers in front of several Ewoks. Is it correct that the second variation is in fact Ewok Adventure? Was this game ever released? Some people say it wasn't, others say it was released in 1985. Which is correct? What happened to the third artwork (Han Solo dangling)? If three covers were existing, had Parker Bros planned to release three games? I know this all sounds a bit complicated (and crazy I think...) to you, but I would be so glad if you could answer my questions. My last question (promised!) d) I know that Parker Bros had released a game called James Bond 007. In an article of Electronic Games, I found a picture of a game called "James Bond 007 - As seen

in Octopussy". Is this game identical with the other Bond game - or is it another game which wasn't released?

So please please answer my questions and write back as I'm very interested in your fanzine and your work. Thank you!
Dietmar Bertling
GERMANY

Dietmar, I'm happy to report that most of your questions are answered in the pages of this very issue! You'll find the best service from the vendors and collectors in our "classified section". I can't tell you much about the watches (we specialize in cartridge and CD-ROM software), but many of those in the classified section can. Try Sam Twiford or Jerry Greiner, whom I'm sure have such products for sale!

Parker Brothers is the source of much controversy in this hobby. They did things like announce games that were never released, then display game screens of these titles. They changed labels on their existing games, then produced some more in England. They're more than a bit complicated, but let's see how we can help...

Death Star Battle appeared on the VCS AND THE 5200! There was never a ColecoVision version released. The 5200 version is a little difficult, but attainable. It's only a teensie bit better than the 2600 version, however.

The Incredible Hulk, Lord of the Rings, and Jaws WERE NEVER PRODUCED. I can't tell you for sure that there are no prototypes out there - only recently have Pink Panther and Shooting Arcade appeared on the 2600 and Battlezone and Xari Arena for the 5200, but no one has stepped forth with any evidence of their existence.

It's more likely that your label variations are Parker Bros. UK variations, and not game variations at all. We've seen the same thing with GI Joe, which has two US labels and a separate UK label (titled Action Force). Again, Ewok Adventure was NEVER PRODUCED!

The James Bond article you saw is notorious, but not unlike the Parker Bros. catalogs. A complete game description with screen shots. But no such game exists. Sorry!

You refer to Electronic Games magazine. Not only do I remember it, I write for it now! My periodical column is titled RELICS, and is devoted to the "classics". Write me back if you'd like a copy!

ADULTS

ONLY

By Howie Hirsch

Before **Leisure Suit Larry** and the now-countless adult-oriented CD-ROM titles on PC formats, several companies produced adult videogame for the Atari 2600. Several readers requested this, so here goes...

The most popular of these games were the three games produced by Mystique. In **Custer's Revenge**, you must move "The General" from the left side of the screen to the right. Awaiting him at the other end is an indian

maiden. In your quest to "score", you must dodge oncoming arrows and pesky cactii. Contact with either causes our rather naked Custer to do a little dance, then die. When you make it to the indian gal, you pump the button for points. It's hardly interactive entertainment, but it does get a laugh. What can I say about the sound, graphics, and play mechanics? Just about on par with other games of that time. Crude looking, but fun.

Bachelor Party is a paddle game where the object is to "make-out" with as many members of the opposite sex as possible. They wait at the far right of the screen. Similar to **Custer's**

Revenge, you start at the left and move to the right. To get the action going, you use the paddles to control a "Spanish Fly" up



Custer's Revenge is by far the most popular (and notorious) of the golden age of adult videogaming.

and down the left side of the screen. Our horny bachelor bounces off of it and into the bevy of beauties on the other side. To continue scoring, you have to keep him bouncing between the drink and the ladies. Who are we kidding? It's sideways-**Breakout**. An interesting variation.

Beat 'Em & Eat 'Em is more disgusting than the other two. Here you control two women at the bottom of the screen with the paddles. Up at the top of the screen, moving left to right along the roof of a building, is a mad flasher

performing a sexual act on himself. You have to catch what's coming down (with open mouths) to keep the game going. Miss some, and you lose a turn. Again, the game is a derivative of another popular Atari 2600 game called **Kaboom!** Replace the buckets with the babes, the bomber with the flasher, and the rest is just graphic candy. A bit sick, but by far the best graphics of this lot.

Probably the hardest to come by of all the adult titles is **X-Man** by Universal Gamex (\$100 in the DP Guide #3!). You negotiate your character (another horny male) through a maze to get to its center, all the while avoiding various obstacles. Running into these cause you to lose a turn. When you succeed in reaching the middle, you are treated to a close-up of a couple having intercourse. Similar action to **Custer's Revenge** here, where pumping the button ultimately yields the most points. As a game **X-Man** is fair but the controls are tough to get used to.

Before **Mystique** there was **Playaround**, owned by the same entrepreneur (Stuart Keston of American Multiple Industries). **Playaround** games come two to a cart. Many people think **Xonox** was the first to try the "double-enders" in the videogame market, but **Playaround** did it first. Their six games have both male and female versions. **General Re-treat** and **Westward**

Ho!, for example are the same game but with **Custer** playing his old role of womanizer as well as the victim in the female version. There are also pre-**Mystique** variations on **Bachelor Party** (**Bachelorette Party**) and **Beat 'Em & Eat 'Em** (**Philly Flasher**). The remaining titles: **Knight on the Town/Lady In Wading**, **Cathouse Blues/Gigolo** and **Jungle Fever/Burning Desire** are extremely difficult - almost unplayable. In **Jungle Fever**, for example, you guide a man suspended from a helicopter. You drop body fluids down onto your captive mate for points and onto the cannibals to distract them. It's very sluggish and the enemy fire is quick and accurate, making for a very futile effort. The same goes for **Knight on the Town**, where you must construct a bridge to reach the lady in the tower. You are VERY SLOW, and there is too much to avoid. **Philly Flasher** is just overly complicated, although some might feel "sophisticated" is the right word, since no genitalia is ever presented on-screen!

If you're checking into the most obscure and unusual of Atari 2600 software, these titles are a must. If, like me, you're a game player without an interest in the collectibility of games, you should probably pass these up. With the exception of **Beat 'Em & Eat 'Em** and **Custer's Revenge**, there's no much REAL gaming going on in the world of adults. **Custer's Revenge/Westward Ho/General Re-treat: 8, Bachelor Party/Bachelorette Party: 7, Beat 'Em & Eat 'Em/Philly Flasher: 8, X-Man: 6, Burning Desire/Jungle Fever: 4, Knight on the Town/Lady in Wading: 3, Cathouse Blues/Gigolo: 5.**



Despite the intriguing cover, Bachelor Party is merely Breakout played sideways.

- #1: Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.
- #2: Whither ColecoVision?, ColecoVision Checklist pt I, Family Tree: Shooters, Worst of Atari 2600 pt II.
- #3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.
- #4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.
- #5: Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.
- #6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.
- #7: What If...?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.
- #8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpedia begins.
- #9: Ups & Downs of '92, Night Trap Solution, SuperCharger pt II, Intellivision Checklist pt I.
- #10: Sequels, DP Style, Atari 2600 Rip-offs pt I, Intellivision Checklist pt II, ColecoVision A/V Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.
- #11: DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.
- #12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.
- #13: PERSPECTIVE: Videogame Trading Cards, The Puzzy/Bit Corp. Real Videogame Madness, Genesis Baseball Games Side-by-Side.
- #14: SCAVENGERS: Scavenger Hunt '93 Contest Special.
- #15: SCARY: Creepy Classic Carts, Horror Games We'll Never See, Rare Ware: Compu-Mate, Fanzine X-ing with VG Experience.
- #16: BRAWL: Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis, Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.
- #17: BRATS: Jess Ragan's Land of Rare & Exotic Coin-Ops, Hollywood Looks at Videogames II, Classic Kids' Games, Jaguar Rebuttal.
- #18: FOOLISH: April Fools' 1994.
- #19: RUSH: Collectors: hobbyists or biddies?, Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2, The Gameline System, Classic "Panio Games".
- #20: ALTERNATIVES: Classic Videogame Board Games, SCES '94 Coverage, Videogame Trading Cards II, Classic Knick-Knacks, Name This Game Contest, Fanzine X-ing with The Laser.
- #21: FAME: interview with John Van Ryzin, Top Ten Best/Worst Celebrity Endorsements, Bootletters Vs. Collectors.



DP CROSSOVER WITH ALAN LANOIE'S INFESTATION

Crossovers are fun. We like doing them because they let you see what else independent publishing has to offer to the hobby. Some of the finest around trade issues with Digital Press on a regular basis. Here's our way to open up a window for you to see them. *Infestation* is a mostly hand-written fanzine that's mostly opinion but never lacking in interesting reading. We'll send something to you soon, Alan! No, really! Readers, check this out...

THE MARRIAGE OF COMPATIBILITY

by Alan Lanoie, who thinks pants are stupid

The Jaguar is a powerful system, arguably the most powerful game system available. With all its 64-bit crap and polygon capabilities, it is the system to beat. However, I feel Atari is missing out on a huge market with the lack of one simple little device.

What I propose is for Atari to make an adapter that would allow the Jag to play 7800 games. This, in turn, would allow it to play 2600 games. Now tell me, oh-so-technologically-and-ecologically-correct-one, why isn't this possible? I see no reason why it can't be done. If the chips are incompatible, an entire 7800 or at least 2600 system could be on the adapter.

Alright, now why do I propose this? Well, first of all, it would be in Atari's favor, since they'd be able to claim "hundreds of titles" for their couple-months-old system. Second, it would definitely increase the number of classic titles available. Although the adapter is sure to cost more than an entire 7800 system, most buyers would find it more convenient to just plug in an adapter, a'la Game Genie. And since a ton of not only collectors, but "regular" gamers would buy this adapter, there would be a new market for the 7800 and 2600 systems. Because of this new market, Atari would design new games & re-release old gems. Of course, third-party vendors wouldn't sit back and miss out on the trend, either. A slew of companies would join in. Maybe we'd even see that 2600 version of *Tetris* we all know is possible!

One of the more prominent reasons is the re-enlistment of many past gamers back into our gaming "army". Now let me explain that.

You see, back around the Channel F/VCS days, many people played one arcade game in particular, such as *Pong*, *Missile Command*, or *Pac-Man*. These infrequent gamers never liked much else. Maybe back then they bought a 2600 just to be able to play that game. They soon got bored of it, but felt no reason to buy another

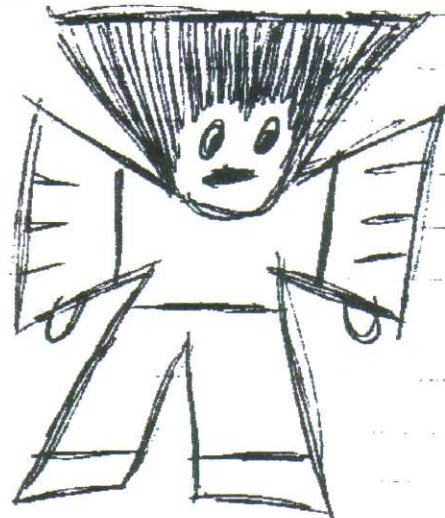
game. Since then, perhaps they've been meaning to buy another system, but they slowly collected more 2600 games. Then their VCS broke down. They forgot all about it.

a-dapt (ə dapt'), *v.t.* 1. to make suitable to requirements or conditions; adjust or modify fittingly: *They adapted themselves to the change quickly.* —*v.i.* 2. to adjust oneself to different conditions, environment, etc.: *She lacked the ability to adapt easily.* [*< L adapt(are) (to) fit, adjust. See AD-, APT*] —**a-dapt'ed-ness**, *n.*
—**Syn.** 1. fit, accommodate, suit, compose, reconcile, conform, qualify. See **adjust**.
a-dapt-a-ble (ə dapt'ə bəl), *adj.* 1. capable of being adapted. 2. able to adjust oneself readily to different conditions: *an adaptable person.* [*ADAPT + -ABLE*] —**a-dapt'a-bil'i-ty**, **a-dapt'a-ble-ness**, *n.*

Enter the Jaguar. Perhaps now they find out about the adapter, but the Jag+adapter as a means to upgrade yet play their older games, get addicted again and.... VOILA! A gamer is re-enlisted.

There are cons to this as well, such as rare titles hitting the \$300 mark, but all in all the adapter would benefit the entire gaming industry.

And at the very least, the Jaguar would finally have some good games.



Check out INFESTATION:

\$1 for a sample issue, \$6 for seven issues:

Alan Lanoie
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Greenfield, TN 38230

FANTASMAGORIA

ELEVEN TIPS FOR PROSPECTIVE FANZINE EDITORS

by Joe Santulli

I've recently gotten a whole bunch of requests from people interested in getting their own fanzines started. I'm not sure where the recent influx was generated (reviews in EGM2?

Growing excitement in the hobby? Fan-ed's turning "pro"?), but they're all very welcome to me. My incoming mail has become thick with new subscribers but thin with fanzines. Is the fanzine world dying? Several prominent fanzines have left us, most notably Ulrich Kempf's *Video Views* and Pat Reynolds' *Fantazine* - two of my favorites - but I haven't seen a trace of other staples of the hobby recently: *Classic Systems & Games Monthly*, *Paradox*, *Project: Ignition...* the list, sadly, goes on. Are you guys still out there?

So naturally I'm interested in helping some newcomers get started. The following was my formula. In retrospect, I wouldn't have changed it much.

1. CONCEPTUALIZE - Do not imitate a pro magazine, since that is not what you're readers are interested in. Game reviews are great, but opinions are better. Think about how you can make your fanzine different than anything else you've seen. My "outside the box" idea was classic video games. It's always been an interest, and that's why I'm still doing Digital Press after three years.

2. GET YOURSELF A DECENT PUBLISHER OR WORD PROCESSOR - I started out with Microsoft Word, migrated to Publish It! and finally ended up here with Microsoft Publisher. They all had their pluses and minuses. Desktop publishers will help in the long run because you can use the graphics in repeating columns (like my "ROMpage" heading), and you'll get better with the software with every passing issue. This doesn't mean you can't succeed with a typewriter or just a pen, in fact, I've seen some excellent 'zines done without the aid of a PC! But many readers (I'm one of 'em) are interested in aesthetics. Trust me. You WILL get more readers to "buy in" if you have an attractive-looking fanzine.

3. WRITE ABOUT WHAT YOU LIKE, NOT WHAT OTHERS LIKE - Common sense? Sure. It's always been more interesting to me to read about a person's genuine enthusiasm over a game I've never heard of than a token *Mortal Kombat*

review done just because that's what everyone else is playing. It's easier to write about what comes naturally and it always reads better in the end, so do it.



Sub-tip #1: Draw or have someone draw a cover. This is my all-time favorite, from Pat Reynolds' *Fantazine*.



Sub-tip #2: Use art wherever possible, like MJ Lesnick did in *Video Apocalypse*.

4. GET SOMEONE ELSE'S MAILING LIST - Most fanzine editors won't get bent about giving you a copy of their subscribers' addresses. Start there (yes, you can have mine if you send me the postage!) for your paying-subscriber base. Send out as many freebies as you can afford. Make your charter subscribers a priority. They'll be your first critics and will get you on the path to a solid stay in the hobby.

5. PRICE REASONABLY - I have yet to meet a faned who has made money at this. If you're not willing to make your 'zine a "charitable donation" to the hobby, you might as well bail out. Price your fanzine so that you don't lose money, either, or you'll want to quit prematurely! 13 double-sided pages cost 52¢ each to mail. Most printers charge you 2¢ to 4¢ per page, depending on how many copies you request. If you do a small fanzine (4 double-sided pages), you can send it for 29¢, add in the 4¢ per page (side), and it's costing you 61¢ to produce. \$1 is a fair price for a single issue, but 75¢ will get you more subscribers! The money

you apparently "make" (59¢ in the \$1 scenario), will be used to finance those freebies you'll continually rely on throughout your tenure in fandom. Use your head.

Remember to give a break to the people who want to subscribe for a year or more, because it's easier for you to plan ahead when you know how many copies you need to make in advance.

6. ADVERTISE - Send a freebie to fellow faneds and ask for a plug in their fanzine. Send copies out to all of the magazines, with priorities to those that actually do fanzine reviews (EGM2, *Video Games & Computer Game Review*).

7. PLAN FOR SLOW & STEADY GROWTH - We've been lucky to have as many reviews in the major mags as we have, and still the growth in number of customers has been slow. From the 100 copies of issue #1 I mailed out, there were 33 requests for future issues. A year later, I had about 60 subscribers. It wasn't until I got really creative with luring

in new customers that I bulked up my subscriber base. Remember that word of mouth will be your primary advertisement. Use the Internet (or any other computer service you can find).

8. GET CREATIVE - This will help you from the first dot you put on a printed page until the day you hang it all up and become a member of society. Don't be afraid to try new things all of the time. Creativity not only makes your 'zine more interesting, it can help you win customers. I've posted advertisements at my local shopping center, at the library, and planted them without permission in various shops. I've given away freebies to kids at the arcade, at my full-time job, and to every person who seems even remotely interested in video games. Always have copies in the car!

9. GET THE MANUFACTURERS TO RECOGNIZE YOU - It's hard to strike a balance between being a pest and just doing good business with game companies. If you write to them and ask them to put you on their mailing list for press releases, they'll almost always oblige. If you write and ask for them to send you a free game to review, they'll rarely oblige. In fact,

I've found that if you want something free from a company, you'd better call and talk to them directly. And please... I ask you as a veteran faned - don't ask for free stuff if you're not going to stick around for awhile!

10. STAFF YOURSELF - I don't think anyone could be as blessed as I have been with my present staff. Four of my guys have been with me from the start, and we pretty much grew up together. The rest I've met as a result of Digital Press and hand-picked because of their expertise and willingness to stick to deadlines. You'll find that at certain times it's difficult to do much writing at all, which is why a staff of 4-10 can help smoothe out your issues. Not one time in three years have ALL of the DP Staff contributed, but I've never had a problem filling up 24 pages.

11. PLAY NICE - In fandom there are many rivalries, readers who want to pick apart your 'zine, game companies that will try to discredit your reviews, etc. Remember that you're doing this for fun. There isn't any piece of advice I could give that's more important than that. Don't get involved in mud-slinging, name-calling, or 'zine bashing. HAVE FUN.

The
ALL-NEW

ROMPAGE!

featuring
Sean Kelly

KEEPING UP WITH THE JONESES

VICTIMS OF TECHNOLOGY

I sat down this afternoon to write this column and found myself staring at the monitor not knowing what the hell I was going to write about. After about a half-hour of jotting down ideas via the keyboard, I called it quits and went on to something else. When I started again this evening I found myself in exactly the same spot, but only for a moment - when it finally hit me. I glanced around my room and was reminded of something that I've gotten pretty much fed up with, which is the fact that everything I own is practically worthless! It's not like I'm some sort of a bum living in an alley or anything, but all of this "stuff" I've spent so much money on is now worth basically nil and I'm getting damn sick of it.

Let me give you a quick tour and maybe you'll better understand what I'm talking about. In front of me is an Amiga 2000 computer made by Commodore (who recently went out of business). About 5 years ago, I paid just under 1000 bucks for this beast - used! Now, it's worth a lot closer to 200! To my right is my IBM compatible 386/33 which set me back about 500 only two years ago and now can be had for 70 lousy bucks (motherboard only of course). To my left,

Commodore CDTV which is a CD-ROM based computer system. Commodore stopped production on this thing even before they went out of business. Over in the corner there is my Amiga 500 computer which set me back 500 bucks when it first came out and now is just propped up against the wall because I refuse to sell it for the going price of 75 bucks nowadays.

Throughout my entire room, I have various video games, computers, video equipment, etc. - very little of which is worth even half of what I paid for it.

Yea, I know many of you are saying "Hey dude...wake up and smell the silicon. Practically nothing electronic retains any of its value". Of course I realize this, but I'm tired of it. I'm tired of spending big bucks on the latest technology only to see its price dwindle down to 1/10 of what I paid for it in a matter of a couple years. I've been considering upgrading my 386 to a 486 for a while now, but should I? The price of 486 motherboards has dropped like a rock recently due to the introduction of the Pentium processor. What's next? What's going to surpass the Pentium and make it less desirable and thereby less expensive? How long will it take? Is it worth waiting around for it? Technology, in general, is enough to drive you nuts.



One of the first victims of home computer technology: Fairchild's Channel F didn't have the resolution or sound to keep up with other systems produced just a year later.

The newest gadget available for my favorite modern-day video game system (the Genesis) is the 32X. I believe it's supposed to be available relatively soon if it's not already and I've been seriously considering starting to stash a little dough aside for one when it is released. At the same time I think maybe that's not such a great idea. Maybe, just maybe mind you, Sega will release the Saturn relatively soon and I'd have wasted my money on the 32X which is basically a stripped down Saturn. The games I've seen screen shots of for the 32X look real nice and all, but they'll probably be even better looking on the Saturn.

Super Nintendo players aren't any better off than I am. More and more often we're reading about what Nintendo has up it's sleeve as far as it's 64-bit system goes. Not being much of a fan of the big 'N', I do feel I have to give credit where it's due and will take my hat off to Nintendo for it's introduction of the Super Game Boy. A peripheral that breathes new life into a system that's essentially dead is something I would have never expected from any of the video game companies themselves. Items such as these are usually the work of third-party developers that are more concerned with what the general public is looking for than trying to outdo the other guy. The Super Game Boy gives players an opportunity to play their Game Boy games at home, in color, on a full-sized TV screen. A very welcome addition to any SNES & Game Boy owner's collection.

So my dilemma continues. Do I spend the dough on the 32X or wait around and see what's next. What about that Jaguar I've been contemplating for a while now? Should I get one of those instead or wait for the fire sale I predicted in the last issue? Even if Atari comes out on top and I'm completely off-base in saying they will go out of business, will their system be able to compete with what Sega and Nintendo have planned for their next generation systems?

What I'm getting at is kind of scary - to me anyway. There is NO END. You can never "catch up" in this race. Every time you pick up the latest hardware whether it be video game related, computer related, or alarm clock related, within a few months of getting your new "toy", someone will undoubtedly offer an "improved" version of what you bought or something twice as good based on new technology.

The sad part about this entire article is that there is no real answer to any of the questions I have posed here! While it's certainly a lot less expensive to wait around for the novelty of the new hardware to wear off, and consequently the price, there's no real way of knowing whether it was worth the wait or worth the extra bucks to be the first on your block with the latest. It's funny how the novelty of an item and it's price go hand in hand isn't it? Probably more tragic to the people that

paid 8 bills for their 3DO system when it first came out than it is to those of us that have the chance to pick one up for half of that now.

Perhaps this problem is the basis for many of the classic video game collectors out there. I'd venture to say that many of us are simply fed up with trying to keep pace with the rapidly developing technology and putting their money into the systems they already have. It can also be taken to the other extreme. One that I have personally seen in my quest for Adam software to convert for use with ColecoVision which took me and my modem to several Adam BBS's all over the world. What I found at these places can be summed up in one word - sad.



Sega's 32X upgrade for the Genesis. What do do, what to do?

Many of these people that were still plugging away at their Adam's practically refused to acknowledge the existence of IBM's, MS-DOS, Windows, and the like. They are living in their own little world - like hermits or something. Paying ridiculous prices such as \$400 for a 40 meg hard drive and \$100 for a lousy 2400 baud modem. All of this seemingly just so they feel they get their money's worth out of what was a fairly large purchase in an Adam computer. This isn't to say that the people themselves were the "sad" part of what I found (as I met a lot of real nice people), but the stand they are taking against advancing technology has done nothing but isolate them. It has made it so that technology has passed them

by and left them essentially ignorant as to what's available to them to help make their lives easier.

What we have here overall is pretty much of a mess, but one that most of us have grown accustomed to. There truly is no end and there never will be. We'll just have to keep playing it by ear and making our upgrade decisions based on what best fits our needs and wallets (or purses). In an unrelated note, I want to express just how great of an idea I thought Russ Perry's was about making up a CD-ROM filled with all the old classic Atari games. Russ has been hinting around about this idea for years but has kept a pretty tight lip about it. I think it would be GREAT! One suggestion I would offer in regards to it. Virtually every game ever made for the 2600 would fit quite nicely into a Jaguar CARTRIDGE and still leave plenty of room for a software 2600 emulator.

AREN'T WE REALISTIC ENOUGH ALREADY?

Here's a perplexing question for you to consider. How much BETTER can video game systems get? Most of the current CD-ROM based systems are quite capable of playing full-motion VHS quality video although some may need a little help in the way of a decompression cartridge. With video games being based on actual video more and more often, how much more can they add to them. In your head, follow this little graphics display capability timeline (Yea, I know I am missing some systems, but it's intended to be a generic sort of a list) :

Fairchild : Graphics very blocky without any resemblance whatsoever to what they were attempting to portray.

Atari 2600 : Better than Fairchild, but nowhere near "good".

Intellivision : Even better yet, but still quite blocky.

ColecoVision : First system to claim Arcade quality graphics.

They were good in certain games, but not so good in others.

Not really anywhere near close to arcade quality.

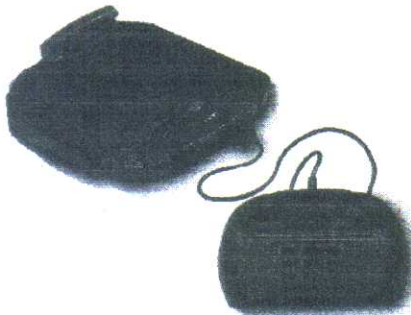
8-bit NES : Hey....not bad, even closer to arcade quality, but not quite there yet.

Genesis : Getting a lot closer and some games could compare very closely with their arcade counterparts.

SNES : A little better than Genesis in some cases but worse in others. Still, DAMN close to arcade quality.

3DO : CD-ROM based so storage is not a problem. Graphics can surpass those in the arcade in some cases. Full-motion video is not a problem at all.

Jaguar: Cartridge & CD-ROM based (soon?). Graphics are incredible and full-motion video is no problem with CD-ROM



Atari's Jaguar: The future?

the timeline? With being able to display REAL PEOPLE instead of blocky representations of them now or in the not so distant future, what else could they possibly add to the subsequent generation systems?

Artificial Intelligence, Virtual Reality, and Holograms are all terms being tossed around a lot in regards to technology for the year 2000 and beyond. Holograms are already being used in some arcade games. Virtual reality has been showcased by several companies, but the technology is still in it's infancy and while it's very interesting, the type of software taking advantage of it isn't much fun. Artificial Intelligence is something that is also "up and running" to an extent but only used in the most high-end of computer systems. The systems of the future will be leaving even less to the imagination than what were playing with now. I can't really decide if this is a good or bad thing though.

I'll give you an example as to what I'm referring to in saying that today's systems leave very little to the imagination. A relatively new game for the SNES is **Lode Runner II**. When I saw it was available and all the stink that was being made about it in regards to how much more fun it was than what so many people were addicted to in the 80's, I just had to check it out. Having never played **Lode Runner** for ANY system, I wanted to see what the hell was so addictive and decided to check out the SNES version first. Hmmm....not a bad game, the text was in Japanese so I didn't really have an opportunity to read whatever story they were telling, but the game was quite playable and I have to say that I liked the concept a lot. I also have a copy of **Lode Runner** for the Atari 400/800 in my collection and decided to dig it out and see what it is they had improved upon. I had a BLAST! I must have played it for 5-6

hours straight that night. The "man" you control is nothing more than a little stick figure and the "aliens" weren't exactly in the league of the Jaguar **Alien Vs. Predator** aliens, but the game was fun. In the SNES version, you have to go and meet with some king guy, have this lengthy conversation with him (whatever it was about - Japanese remember), and walk down this lavish hallway of his castle to get to the room in which you finally get to play the game. What would have been so terrible about letting our imaginations lead us to where and why we are in this maze trying to pick up all the little pieces? Do we really need to talk to this king dude and find out what the game is REALLY all about?

Future video games will most likely revolve around virtual reality and incorporate both artificial intelligence and holographic images. Imagine a system that does not use your television set at all but rather projects holograms all throughout your living room with whom you interact via your virtual reality suit. Imagine these same characters "remembering" what moves you tried to pull on them last time and "learning" how to evade them this time around. These "creatures" would interact with YOUR environment and avoid things such as your favorite chair based on feedback given to the system by light reflections. "Walking" around your living room sidestepping your coffee table and maybe having a seat on your sofa. This same coffee table could be depicted as an obstacle of some sort in your virtual reality

headset - something you would need to avoid in the game and something you would physically feel if you didn't. Imagine scaring the absolute life out of your dog by directing one of the characters to reach for him!! HAHHAHA! Taking it even further, imagine these characters learning so much that they are able to MANIPULATE your environment and not let you turn the damn system off!! hahaha! That's probably taking it a little too far - but then again is it? Was Walt Disney all that whacked in their thinking in the Tron movie? We already have the technology to create a system to do virtually everything I've described above, but it's still not quite perfected and very expensive.

The systems of tomorrow will most likely create an entire new world for you right in your own living room. A world not of your imagination, but rather that of the person that programmed the game. A place that takes my **Lode Runner** example above even one step further and leaves virtually no room for your imagination to enter into the picture. Hey, I'd be the first guy in line to play a game similar to what I described above. As a matter of fact, I practically got sexually aroused in writing that paragraph. However, I can't really say that I'm going welcome the omission of my imagination from video gaming. I don't really think I will enjoy a game in which someone I don't even know has already pre-thought the game behind the game. The part of the game in which you decide why you are playing or who it is you're

trying to save the world from. Although I must admit that if the princess in **Super Mario World XXI** was a holographic image of Michelle Pfeiffer I'd probably be running and hopping all over the living room.

If enough gets taken out of the games of tomorrow in order to supposedly advance the quality of the game, I think I'll keep the old Intellivision pretty handy. If the Sea Battle cartridge of tomorrow has a ship captain telling me what to do in my own living room and explaining to me how MY game will be played, I may just pass on the concept all together. Then again, if I'm gonna have all these hot babes running around just by plugging in a cartridge or CD, I may have to reconsider.

WHERE WE PRESENT GAME REVIEW WITH GREAT TASTE AND ONLY HALF THE CALORIES!

ALIEN VS. PREDATOR ATARI, FOR ATARI JAGUAR

It's finally here! **Alien vs. Predator** finally hit the stores and it's selling out everywhere. So how is it? Great! Not only do the graphics pull you in, but the game has all kinds of little things that makes **AVP** the best Jaguar game to date. You can be the colonial marine, the alien, or the predator, each with a different mission objective. As the marine, you must set the base to self-destruct and escape in the pod. As the alien, you must rescue the alien queen that is being held in the predator ship. As the predator, your goal is to seek out and retrieve the alien queen and return with her skull. This sounds easy enough, right? Wrong. This game, as with other Jag games, is very long and very hard at first. Intense mapping is required if you are going to do anything on this game. Expect the unexpected, as you will jump out of your seat at some points. Some of the little extras found in **AVP**: I was walking around the maze, minding my own business (yeah, right), when I heard the predator say, "ANYTIME". Since I could hear him but not see him, I thought it was best to scoot out of that area. When playing the predator, the sound when you go invisible and select your vision is straight from the movie. When playing the alien, you can cocoon a marine and if you last long enough a new alien will hatch, thus giving you an extra life. The sound effects all through the game are superbly done. This game is tough at first, but it will keep you coming back for more. You can save up to 3 games in progress on the cartridge, which is a nice feature (you'll need it). You can also turn off the heads up display or adjust its brightness. I like the way you can adjust things on this game and other Jaguar games. You can tailor things to the way you prefer. Finally, this game nearly got a "10" from me, but I gave it a "9" because I'm hopeful that the Jag can and will do better things in the future, and the programmers will learn about the system even more. This game is a system seller. - Edward Villalpando



CHASE THE CHUCKWAGON SPECTRAVISION, FOR ATARI 2600

Who programmed this, Edward D. Wood? **Chase the Chuckwagon**, a celebrated rarity among collectors, requires you to maneuver a little white hound out of simple mazes that

remind me a bit of those pencil-maze books we all used to play with as little kids. You have thirty seconds to get out, and things are complicated a bit by a randomly bouncing item (sometime a bone, sometimes a cat head) that freezes you for a few seconds upon contact. There's also a little stick figure wandering around who I imagine is supposed to be the dog catcher. Touch him, and you're dog meat. Exit a maze and you enter, believe it or not, the bonus screen. A little bowl of dog food floats down from the top. The object is to push the fire button when the bowl is straight across from the dog. That freezes the bowl in place, allowing the dog to waddle over and chow down bonus points. Requires some real strategy, huh? The game contains several different mazes and everything speeds up in the later levels. This one had me scrambling for my Panda games for some real excitement. So little time, so many videogames . . . I doubt I'll plug this one in ever again. Collectable it may be, but **Chuckwagon** is for the dogs. - Jeff Cooper



CUSTER'S REVENGE MYSTIQUE, FOR ATARI 2600

This adult game exemplifies the negatives inherent in all of the 2600 X-rated titles: poor moral values, one-dimensional gameplay, limited sounds, and horrendous graphics. As **Custer** in this fabled game, you must advance towards the right of the screen where an Indian woman is tied to a stake. Get there and repeatedly press the fire button to "score" with her. In this quest you are faced with a barrage of lightning bolts (you would think there would be arrows, but even the instruction manual calls them lightning bolts) and a pesky cactus in the advanced mode. Contact with either results in a loss of a life and restarts you at the left of the screen. **Custer's Revenge** exhibits some subtle tidbits of humor, such as the abbreviated "charge!" fanfare when "scoring", and dancing to the beat of "Taps" when struck by lightning. The sprites are large enough to ally express the programmer's intention (which specifically offended all American Indians as well as women in general) but nothing on the bland screen reveals any detail. Trash like this contributed to the demise of the 2600. Playaround's **Westward Ho!** is identical, except in a role-reversal situation. - Kevin Oleniack



DEATH AND RETURN OF SUPERMAN SUNSOFT, FOR SUPER NES

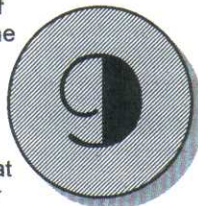
Taken directly from the highly popular D.C. Comic book saga, this game chronicles The Big Red S' battle (and subsequent death) at the hands of Doomsday through his remarkable rebirth as the world's premier superhero. Sunsoft did a great

job with this game. The graphics are excellent. Everything is highly defined and looks like its comic book counterpart. The sound is well done, with lots of bells and whistles for you to listen to. The final death blow between Superman and Doomsday is really cool. The thing that makes this game especially interesting is that you get to play as Superman, then after his death you get to play as his four replacements: Superboy, The Eradicator, The Cyborg, and Steel. Each character has his own unique powers and level, sometimes they even interact between levels. This cart has multiple stages and lacks a password, so get yourself a nice pillow to sit on, you're gonna be there awhile. The downside to the Superman cart is that there are a ton of minor enemies to beat on each level, all of which are harder to beat than the level's boss. The cart does get repetitive, but because of the superior graphics, good sound, and decent fighting action you can work through it. I experienced the same problem with Sunsoft's **Superman** as I did with **Batman Returns** last year. Any way you look at it, however, this game blows away **Maximum Carnage** featuring SpiderMan. A definite renter that is so addictive that you may end up going out and buying it. - Bill Schultz



DREADNAUGHT FACTOR ACTIVISION, FOR ATARI 5200

Dreadnaught Factor is a vertically scrolling shooter that requires the gamer to fly over and disarm massive enemy bases out in space. Each huge dreadnaught takes up a couple of screens and numerous strafing and bombing runs are required to destroy one. The 'naughts are armed to the teeth and each time you lose a ship or complete a run, the naught creeps closer to your base. Run out of ships or allow the naught to reach your base and it's armageddon. You can slow the progress of the 'naught by bombing its four engines, and you can reduce its firepower by taking out its bridges--if you can survive the withering crossfire to get to them. Mainly you've got to fly over each 'naught again and again, gradually blasting out its weaponry until you've rendered it helpless. Destroy the 'naught and another--one of six different dreadnaughts--appears. Each 'naught requires its own unique strategy to destroy; you can't just slide back and forth shooting and grabbing power ups. Requiring skill, patience, lots of strategy, and featuring seven different difficulty levels, you can pick up this game immediately yet never "beat" it. Even if you don't like shooters, you'll probably like this one--it's one of the greatest of the genre ever made, and it alone is a good reason to pick up a 5200. It's very different from and vastly superior to almost all of the dozens and dozens of boring shooters out today for the "modern" systems, and it's unbelievable that it has not been updated. What are these companies thinking of? - Jeff Cooper



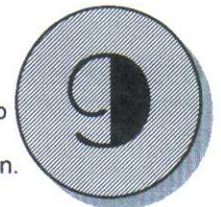
FINAL FANTASY III SQUARE, FOR SUPER NES

After patiently waiting for nearly three years for the sequel of one of the all-time greatest RPG's, I'm happy to report that this title was well worth the wait. The excellent graphics, well-orchestrated musical scores, and very involved story line (unrelated to its predecessors) are some of the more prominent

features carried over from **FFII**. There are a slew of new features. Your party can split up into several attack groups, and in certain areas you can select characters to partake in mini quests. As in the movies, the story gradually unfolds with the art of cut scenes at specific intervals. The terrain is usually viewed overhead, but several different angles are employed, such as a side view while inching



along a ghost train, and a tilted angle while riding atop a "chocobo" (the huge bird from the **FFII**). The combat scenes are viewed in the same side fashion as others in this series, but the backgrounds are almost photo realistic. The once-annoying task of searching through your inventory for upgraded weapons and armor has been eliminated, thanks to an option which automatically equips the best available items. Early on in the game the emphasis is placed on fighting techniques rather than magic. Later, one can learn special spells by equipping "espers" (magical entities). I could carry on about the improvements and additions, but I don't want to reveal all of the surprises. To wrap it up, Square has done an outstanding job once again. It was well worth my \$70+. - Kevin Oleniacz



FROSTBITE ACTIVISION, FOR ATARI 2600

As a veteran of classic games, I've experienced few thrills and many disappointments in regards to clones of blockbuster arcade hits. **Frostbite** is a pleasing, but not terribly impressive, variation of **Q*Bert**. Your objective is to help Frostbite Bailey construct an igloo while hopping on rows consisting of blocks of ice, changing their color in the process. Avoid numerous hazards, such as clams, geese, polar bears as well as a steadily decreasing temperature gauge that serves as a timer. The intense action mimics the original arcade concept. The graphics are well-detailed in relation to other carts in the 2600 library. In addition, the playfield is rich in color. If you're a fan of games in the **Q*Bert** genre, this is a must-have. Otherwise, I'd consider it a slightly better than average title in the vastness that is known as the 2600 library. - Kevin Oleniacz



MONOPOLY PARKER BROS. FOR SNES

The SNES version is a fairly accurate replication of THE timeless board game classic. All of the official rules are present, but some customized house rules (i.e. the free parking pool contributions) which add a bit of spice to the ever present monotony of the game are not available. However, some welcome options convert this time consuming strategy into a party game. These include preset game situations, timed games, and assigned property acquisitions. All acquisitions can be displayed, but I found it to be more convenient to keep

track of property by using the title deeds from the original board game, the graphics are clean cut with some animation present within the chance/community chest cards and movement around the board. The sound effects, although sharp, are too sparse for my taste. Hardcore Monopoly enthusiasts should feel quite pleased with the overall product, but SNES owners should only snatch this up at a bargain price. - Kevin Oleniacz



NBA LIVE '95 ELECTRONIC ARTS, FOR GENESIS

Finally, EA has brought basketball videogames into the same league as their rightfully popular NHL and Madden series. Last year's **NBA Showdown** was a big improvement over the "vs." series, but still had its faults. **NBA Live '95** is the engine I'm certain EA will use in future updates. How much improved? The most noticeable is the new perspective, a 45-degree angle



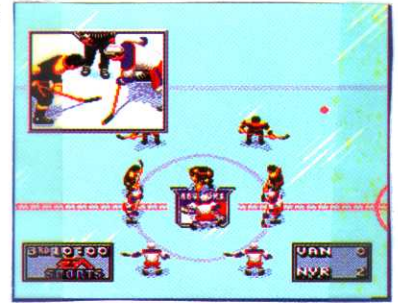
look similar to Sega's **David Robinson** and **NBA '94**. The players are much larger here, and the animation is excellent. No more of that clutter, obscuring the ball carrier. The jams are terrific, too. You'll see plenty of different ones, including several alley-oop animations. For the first time, you can dribble while "backing in", and you can pass while you're up to take the shot (much like **NBA Jam**). The season mode features injuries, top tens in 13 categories, and trades. I must say this was much more than I expected. It almost makes me forgive EA for producing **Bulls Vs. Blazers**, the least improved game I've ever seen from them. **NBA Live '95** is not without its faults. They still haven't figured out that 12 minute quarters should not yield 175 point games for each team. There are hardly ever any fouls, which is surprising since last year's **Showdown** was plentiful. Also, what's with the computer's incredible shot percentage? I like the competition, but this is just obvious cheating! These are quibbles in the overall scheme of things, however. I finally have a basketball game worthy of lasting the whole season. - Joe Santulli



NHL '95 ELECTRONIC ARTS, FOR GENESIS

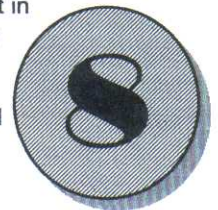
NHL '95 is the latest "update" to one of Electronic Arts' most popular titles ever. To one of the games' biggest fans it was a welcome addition to the series, but as much as I hate to say it, less-serious NHL fans may not want to shell out the 70 bucks I did to get it. The major addition to the game is the season play option in which you get to play an entire season of 85 games with all stats compiled as well as ranking lists of all players &

teams in the league. There is also a player editor that allows you to create your own player, release players currently on your team and draft players that have been released by other teams. The game play is essentially the same, though. The goalies are tougher to score on but still have their little "blind spots". The sound & music have been changed - both for the worse in my opinion (no more "ping" when your shot hits the post!). Gameplay overall has been advertised as being "faster" and it is, but not that noticeably. Being a game player that's all in favor of the yearly updates EA has been doing for its sports titles I really hate to say this, but unless you're a SERIOUS NHL Hockey fan/video game player, hang onto your seventy bucks. It's probably not such a bad idea to make EA realize that they need to do a little bit more in the enhancement department before they can expect the big bucks they're asking for updates. - Sean Kelly



REBEL ASSAULT LUCASARTS, FOR SEGA CD

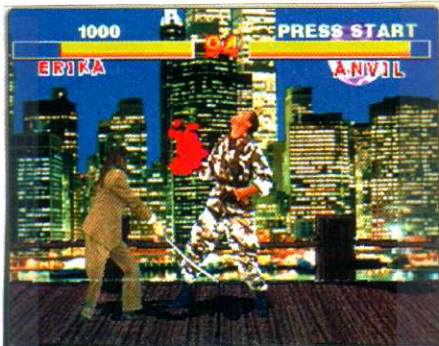
I've always been a big fan of anything related to Star Wars and couldn't wait to get my hands on **Rebel Assault** for the Sega CD, since it is the first Star Wars game produced for the Sega systems. I loved the games produced for SNES, and **X-Wing**, **Tie Fighter** (series for the PC) and was no less wowed by this disc than I was by any of the others. **Rebel Assault** really shows off the Sega CD's scaling capabilities and is a lot of fun to play because it gives you a variety of levels to play, not just the same level with more difficulty involved. From being a novice cadet flying the trenches on the planet Tatooine to battling AT-AT's on the ice planet Hoth, to navigating asteroid storms and Empire Tie Fighters in outer space, this is the real deal. The two problems I have with **Rebel Assault** are relatively minor in the overall playing of the game. First, the ships are very hard to navigate with the Sega control pad, you can solve this problem by using a joystick. I think the joystick adds to the overall enjoyment of the disc because you really feel as though YOU are flying your fighter. The pad just got me aggravated. Secondly, the graphics are a bit grainy, but I think most people have come to expect this from the Sega CD, and it really didn't take away from the gaming experience for me. I have to add that I was a little spoiled in the graphics department because I had previously played **Rebel Assault** in its initial incarnation on CD-ROM for my PC where the graphics were nothing sort of exceptional. The graphics may not bother you like it did me. Break out your joystick and enjoy yourself - this disc is a lot of fun. It will keep you coming back for more because overcoming the Empire is very difficult in **Rebel Assault**. I can't wait for the 32X version of the **Star Wars Arcade Game** thanks to this fine little number from Lucasarts. Good luck cadet... and May The Force Be With You. - Bill Schultz (8)



SHADOW: WAR OF SUCCESSION TRIBECA, FOR 3DO

Up 'til now, I've been painting a rosy picture of 3DO software (**Slayer**, **Road Rash**, and **Way of the Warrior** were all great new releases), but I've just seen the first REAL insult to this unit's owners: **Shadow**.

Tribea is attempting to capitalize on the **MKII** - and for 3DO people, **Way of the Warrior** - craze by slipping this fighting game (that looks pretty good on the box) into the mix. It only takes about ten seconds to realize that you've been taken for \$60, however. I've wondered in the past if software manufacturers had ever considered "glueing" digitized images over an 8-bit contest just to make a fast buck. Now I see that they have. **Shadow** would be insulting even to 8-bit system owners for several reasons. First and most noticeably, the animation rate is awful, consisting of 3 or 4 frames per move. On some moves (especially throws) the two combatants aren't even in contact with one another! "Fireball"-type moves are outrageously slow. I'm not exaggerating when I say that most characters can out-WALK their fireball move. The sound is no picnic either. Before and after each battle, one of the fighters spews some corny line. The grunts and hits during a contest sound like computer beeps and white noise. Have I left anything out? I urge you not only to pass up this game, but to warn others that it exists. - Joe Santulli



STAR CONTROL II CRYSTAL DYNAMICS, FOR 3DO

It's been almost three years since Digital Press reviewed the original **Star Control** for the Genesis. For historians, that game (by Ballistik, another name for Accolade) was the first twelve meg cartridge in videogame history. The original **Star Control** was primarily a space-combat game, with a weak RPG-style game option thrown in. This new sequel, which was available on computers about a year and a half ago is mostly a RPG-style game with a space-combat option thrown in. After waking up one morning, booting up **Star Control II**, then suddenly realizing that several days had passed and that my beard had grown a full quarter-inch, I figured that this was one heck of an involving game. The RPG game is very open-ended. You can choose to improve your ship or hire a fleet. You can gain resource units (money) by gathering minerals from the thousands of planet surfaces across the galaxy or just blast away at enemy ships and take theirs. You can spend your money on fuel tanks and fuel, dash to the far end of the galaxy, and encounter aliens the conservative gamer wouldn't meet in twenty years of game-time. It's fascinating. Still, it isn't perfect. The space battles haven't improved one bit over the game from three years ago. It's hard to pick up your ship and the direction it is facing at the outset of battle. There's also this terrible "wrap around" effect that just defies space entirely. There's also a little too much mineral gathering in the game - you don't earn enough by just blasting enemy ships, and have

to do this "second job" from time to time. Overall, I'd have to say **Star Control II** is a terrific effort. You get pulled into this universe and actually WANT to save it. - Joe Santulli



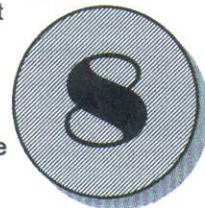
STREET RACER UBI SOFT, FOR SUPER NES

OK, OK, OK ALREADY! I'll come clean - I have never played **Super Mario Kart!** I've seen it and read all about it, but never got the opportunity to actually play it.

After you're done throwing all the rocks and garbage, read on. **Street Racer** for the SNES is a **Mario Kart**-type racing game with a lot of added features that make it a whole lot of fun to play. It allows from one to



four players all of which compete on the screen at the same time. You have three different events you can compete in - Race, Rumble, and Soccer. Race is pretty self-explanatory, Rumble is just a fight to the death on a platform, and Soccer is a soccer game played with cars. I can't say that I enjoyed Soccer or Rumble nearly as much as Race, but they were both interesting. You have eight different characters to choose from each of which has their own car and special abilities. There are tons of different tracks including night tracks and water tracks. The graphics are excellent and the scaling and rotation are top-notch. Grab this one! - Sean Kelly



SUPER PUNCH-OUT! NINTENDO, FOR SUPER NINTENDO

It wasn't very long ago that we reviewed the classic **Mike Tyson's Punch-Out!** for the NES 8-bit. That was a top-ten for the system for most, and number one for me. I was a teenage **Punch-Out!** addict, spending long hours in the arcade at college mastering the boxing sim. Nintendo did not disappoint me with their latest rendition, complete with some of the old favorites and some interesting new challengers. The new **Super Punch-Out!** includes all of the action of the arcade versions and **Mike Tyson**, incorporating the "duck" option from the arcade **Super Punch-Out!** as well. The graphics are perfect, a duplicate of the coin-op. Old familiars are back (with a few new tricks!) including Bald Bull,



Piston Hurricane, and Mr. Sandman from the original; Bear Hugger, Dragon Chan, and Super Macho Man from **Super**, and new contestants that include a masked wrestler, an evil clown, a rastafarian, an anime reject, and twins, among others. You

can compete for three different belts and the cartridge even keeps top scores. Do not miss **Super Punch-Out!** If you've never been exposed to it, now is the time. If you have, you'll love the new look. - Joe Santulli



Classic Favorites

BY KEVIN OLENIACZ

During the golden age of gaming, entertainment values were more important than flashy graphics and stereo surround sound. I recall many Atari VCS games that you'd now say are visually unimpressive, but yet I played them for hours back then (and on occasion still do). Why? Because they were original concepts and they were a joy to discover. Unfortunately, until 1990 when I began purchasing both modern and classic systems again, my only experience with the classics involved either the Atari 2600 or the Commodore 64. This is why my "favorites" places the most emphasis on the VCS.

Role-playing games are my forte. My first true challenge in the form of an RPG came from Starpath's **Dragonstomper**. Although somewhat flawed (your adventurer is a dot that travels at a snail's pace), it employs some of the basic characteristics of today's RPG's: random combat with monsters, magical items, character skills... Atari's **Adventure** is a true classic. The premise is to locate a magical chalice and return it to the gold castle. In the meantime, slay three dragons, negotiate several mazes and castle halls, and fend off a mischievous bat. The graphics and sounds don't do the game justice, although I still find myself resetting the game time and time again even after a successful mission. It was a thrill to experiment with the magnet and the bridge, allowing you to explore otherwise unreachable sections of the game (especially that secret room). **Superman** is another title with similar playability. Activision's **Pitfall** and **Pitfall II** had the best graphics and sound you could find on the VCS, and the game fills you with an insatiable thirst to beat it. You don't find that kind of lure very often anymore.

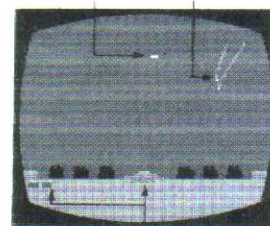
My first purchase of an arcade translation was **Space Invaders**. Overlooking the obvious low points like the repetitive gameplay and droning sound of the invader's march, I still felt a sense of accomplishment each time I zapped that final lingering alien. I couldn't let an "arcade conversion" section go by without mentioning another treasure, Atari's **Missile Command** - one of the best coin-op to home conversions of its time.

Dual-player games were always popular with Joe and I. We'd spend almost every Sunday sweating out more competition on the Atari. You'd be hard-pressed to find a title that tops **Maze Craze: A Game of Cops and Robbers**. This was a top three for us. We'd do our best to outwit each other by constructing blockades, creating false dead ends, and just plain dashing that final inch towards the exit. Another game that kept us busy (as simplistic as it is), was **Outlaw** - just good ol' down to earth one-on-one combat!

I only had limited exposure to other systems at that time. Joe's ColecoVision showed me some things I never thought we'd see on a home system. The premise of **Pepper II** isn't mind-boggling: travel around chunks of the playfield while avoiding the dreaded Zipper Ripper and a collection of "eyes"; but the hectic pace, the well-orchestrated soundtrack (theme to Alfred Hitchcock), and other intangibles make this cart tough to resist. **Tarzan** is and was my favorite ColecoVision cart because it has a perfect blend of action and adventure.

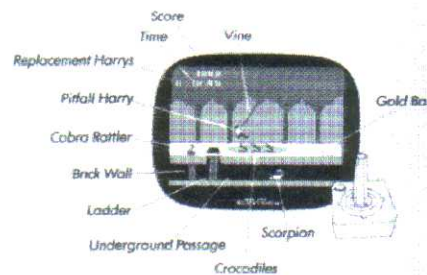
I was never an admirer of the Intellivision system, but I can't deny the fun factor of **Dreadnaught Factor**, **Dracula**, **White Water**, and **Microsurgeon!**

Cruise Missile - Interplanetary Ballistic Missiles

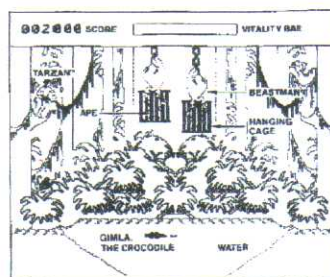


Art Ballistic Missiles (ZANK)

Missile Command was one of the best coin-op conversions of the era.



Who can resist the lure of **Pitfall?**



Tarzan is a favorite among ColecoVision owners.

Bill Schultz'

ALTERNATE CURRENTS

CARTOONS AND VIDEO GAMES... PERFECT TOGETHER

Way back in the dark ages of videogaming, circa the 1980's, you could pretty much bet your bottom dollar that if a cartoon was popular with the kiddies that sooner or later there would be a videogame featuring the aforementioned cartoon and its stars. It is true that this ancient and arcane practice still goes on today. Let's face it, every afterschool or Saturday morning cartoon has a videogame counterpart. *Tiny Toons*, *Teenage Mutant Ninja Turtles*, even those politically incorrect boys *Beavis and Butt-head* can be found on the shelves of your favorite videogame store. But hey, this is the nineties and things are different now. Low and behold, we are treated to cartoons based on our favorite videogames. Yes in this politically correct, Generation X, multi-countercultured society, we gameheads are treated to cartoons featuring *Sonic the Hedgehog*, *MegaMan*, and *Mutant League Sports*. Now on to the real guts of this installment of *Alternate Currents*...What's good on Saturday morning and afterschool programming and what's not. Be forewarned, some of the shows we'll be looking at are not yet videogames, but in my opinion may be, should be, or would be interesting to fans of videogames. So don't be writing any of those nasty letters to the Guru of Games-Joe Santulli saying Schultz has gone off the deep end. On second thought...write to Joe, he made me do it. Yeah that's the ticket.

Let me set up a little scenario for you my fellow gamers. You've been up practically all Friday night trying to finish **Final Fantasy III**. You get to bed around 4 a.m. and drift off to La-La land. All of a sudden it's 6 a.m., the baby is crying, and your wife, who worked until midnight kicks you out of bed and tells you to take care of the little tyke. (All you gamers out there who are not married or have a child...STOP SNICKERING, while those of you in my position can commiserate with the situation. You know, been there/done that syndrome). So you roll out of bed, bleary eyed, and head toward the living room, child in one hand, bottle in the other. Settle in to your recliner and pop on the boob tube as the baby begins to nod off. Suddenly you realize your watching a cartoon about *MegaMan*, when you were expecting Bugs and Daffy. Now that the scene has been set, we can get into what's hot and what's not.

First up is *MegaMan*. This little

gem of a cartoon can be found on your local network, in syndication on Saturday Mornings. *MegaMan* faces off with the evil Dr. Wiley and all his evil robots like Pharoah Man, Scissor Man, and all your favorites from the videogame series. The animation is nicely done, a joint American-Japanese venture, and the stories are action packed, with a lot of humor thrown in. Check this one out, it is usually on around 7:00 a.m. in the New York viewing area, so you might want to set your V.C.R. My favorite thing about *MegaMan* is that he acquires all the evil robots' powers after he defeats them, very faithful to the videogame concept.

ReBoot is the story of Guardian Bob, his friend Dot, and her Brother Enzo and their adventures guarding the Mainframe from the evil villainess Hexadecimal, and her Male counterpart Megabyte. Yeah I know this isn't a videogame, at least not yet. The reason to check out *ReBoot* is the killer animation. The whole cartoon is done with 3D computer animation that is so awesome you'll have to pick your chin up off the floor with a dustpan. This is what I hope videogames will look like in the future, and with system like 3DO coming on board it may be sooner then we think. If the animation alone doesn't do it for you, let me mention that the plots are tight, there's a lot of action, and the villains look and act killer. The whole show takes place inside of a computer and it's up to Guardian Bob to not let the user win any games for fear of letting MegaByte and his killer virus loose upon the rest of the computer and Mainframe. The writers use real computer terms for character's names and certain situations. It is really an ingenious show and should definately be checked out. You can find *ReBoot* on ABC TV on Saturday morning at 9:30 a.m. This poses a problem because you may want to check out *Skeleton Warriors* on CBS at the same time.

Skeleton Warriors is another way cool show dealing with a distant planet's fight with an ancient wizard, Baron Dark, who has turned half the worlds inhabitants into living skeletons. This cartoon combines sword and sorcery with sci-fi and due to its tight continuity will keep you coming back for more. There is a really cool computer animated head that narrates the show. It's creepy. *Skeleton Warriors* are really hot in the toy market with action figures galore. Bet we don't have to wait long for this to become



immortalized as video game. And it had better have Aracula. He's mean, he's a skeleton, and he has six arms, what more could you ask for. If your looking for sports action and miss baseball and hockey you might want to check out *Mutant League*.

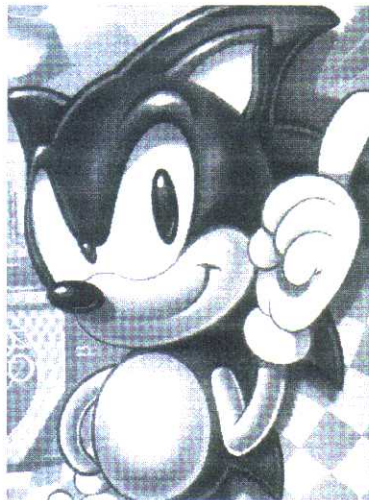
Mutant League is produced by Electronic Arts and Hasbro. It's the story of quarterback Bones Justice and his quest to win the **Mutant League Football** Championship. This little number is okay, but I wouldn't go out of my way to set my VCR to tape it, if I couldn't watch it. The animation is so-so. As a matter of fact it looks a lot like *G.I. Joe*. Not very detailed. The stories, at least the ones I've seen, all revolve around football. What happened to **Mutant League Hockey**, guys? On the upside though, there are plenty of exploding footballs, dismemberments, and disembodied talking monster heads, so it can't be all bad. It made me want to play the videogames so I guess *Mutant League* achieves its goal as a cartoon. You can tune in to *Mutant League* on Sunday mornings, check your local listings. If you want to check out something really cool, check out BattleTech.

BattleTech is based on the wildly successful role playing - turned video - game. *Battletech* unfolds as the story of one brother, a military man, leading a rag tag bunch of rebels against a highly advanced race of people from another galaxy, that have destroyed his brother and the military academy he once ran. The animation is on the same level as Fox' *X-Men*. This should come as no suprise since Marvel Animation are responsible for bringing *BattleTech* to T.V. There is lots of action here gang, with huge robots beating the spit out of each other and utilizing both regular animation and computer generated graphics to really create a hi-tech image. The battlesuits are way cool. The plots are overlapping and

characterization is well done. If ou like the *X-Men* you're sure to like *BattleTech*. This is a syndicated show so check your local listings for the time and day in your area.

We could bring up *Sonic the Hedgehog*, but

Sonic's transformation to animation superstar has been less than memorable.



I rather not because I hate this show and everything it stands for. Stupid plot, bad animation, horrible music, ARRRRRGH! I told you I didn't want to talk about it. This cartoon will absolutely stop anyone from buying the video game that hasn't played it yet. It's that bad.

There are a few other shows I can highly recommend that will interest you and most likely show up as video games down the line. *EXO-Squad*, a mixture of hi-tech ships and aliens that will definately interest same game-producing company out there. Fox's *Batman: The Animated Series*. This is the best cartoon on the tube right

now. Great animation noir, great plots, great villains, and Batman. What else can you ask for? By the way, *Batman: The Animated Series* video game hits stores sometime in November. Just in time for the holiday rush. Disney's *Gargoyles* is another great cartoon, much in the vein of *Batman*. Medieval monsters, sword and sorcery, modern day New York City, and Disney pulling the strings. Two thumbs up for *Gargoyles*. If you doubt there will be a *Gargoyles* video game in the not so distant future, ask yourself when was the last time a Disney cartoon didn't get a game to go with it.



Keep your eyes peeled for that amazing arachnid *Spider-Man* to hit the airwaves on FOX sometime in November for a 5-part miniseries and appear full time after the New Year. If you don't think this is going to be video-ized, ;et me remind you that Marvel Comics is a majority stockholder in L.J.N. Nuff said.

Well I've come to the end of my what's hot , what's not for cartoons. I for one am very happy to see video games getting their chance to make it on T.V. It helps the video game industry grow in terms of revenue as well as popularity. Next time in *Alternate Currents*, I'll take a look at what's going on in Hollywood with videogames and the movies. *Double Dragon* in November, *Street Fighter* at Christmas. Speaking of *Street Fighter*, check Jean Claude Van Damme as Guile in the *Street Fighter* action figure commercial while your checking out the toons. Who woulda thunk it !

On a serious note, Raul Julia, a gifted and talented actor passed away at the age of 54 . Julia, most widely known for his portrayals of Gomez Addams on the big screen, and on the stage as Don Quixote in *Man From LaMancha*, played M. Bison in the upcoming *Street Fighter* flick opposite Van Damme's Guile. See you in that big arcade in the sky Raul, we'll miss you.

THE FINAL ANALYSIS: *Skeleton Warriors*: A; *ReBoot*: A+, *Sonic the Hedgehog*: F, *BattleTech*: B+, *Mutant League*: C, *Mega Man*: B+, *Gargoyles*: A



WAY OF THE

SURVIVOR'S

I guess by now it's pretty obvious that I'm obsessed with this game. If you haven't tried it, and you're a Mortal Kombat-style fighting game fan, you'll love WOTW. If you've played it or own it - this is for you! Many of the moves came from Internet users and I'd like to thank everyone who helped compile this list. Here's a complete "moves" list for all of the characters followed by some general tips & tricks.



CRIMSON GLORY

Throw Bottle - ↓ ↘ ↘ + A
Throw Match - ↓ ↘ ↘ + LS
Flying Kick - ⇨ ⇨ + RS
Clothesline - Jump, ↘ + A
Grab and Punch - [close] ⇨ + LS+A
Block and Grab - Hold B, ⇨ [must be timed perfectly!]

FATALITIES:

Hate to Burst Your Bubble - ???
You Don't Have the Stomach - [close] Taunt, ⇨ + RS
Dojo/Bridge/Roof - ⇨ + LS
Cliffs - Jump, ↘ + A



FOX

Voodoo Dust - ↓ ↘ ↘ + A
Sai Throw - ↓ ↘ ↘ + LS
Spin Kick - ↓ ⇨ ⇨ + RS
Uppercut Kick - ⇨ + RS
Teleport - ↓ + A+B+C
Rolling Ball Attack - ↘ + A [slow] or LS [fast]
Dashing Knee - charge ⇨, ⇨ + RS [hold]
Diagonal down-Kick - ↘, ↘ + C

Stomping Jump-Kick - jump, ↓ + C
Mid-Air Split Throw - jump, ⇨ + LS

FATALITIES:

Body Slam - [close] taunt, ⇨ + LS+A
Gut Wrencher - [close] taunt, ↓ ↘ ↘ + A+B+C
Dojo/Bridge/Roof - ⇨ + RS
Cliffs - ↘, ↘ + C



DRAGON

Fireball - ↓ ↘ ↘ + A [slow] or LS [fast]
Triple Kick - ↓ ⇨ ⇨ + RS
Turbo Hands - A [rapidly]
Turbo Feet - C [rapidly]
Hop - ⇨ ⇨ [back] or ⇨ ⇨ [forward]
Double Kick - ⇨ ⇨ + RS
Split Kick - B+C
Groin Punch - A+B
Shadow Kick - charge ⇨, ⇨ + RS

Upwards Air Swipe - Jump, ↑ + LS
Diagonal Down Kick - Jump, ↘ + C
Spin-around Auto-Dizzy - [close] ⇨ + LS

FATALITIES:

"No Sequel For You" Kick - Taunt, ↓ ⇨ ⇨ + C+RS
Spin-around Decapitation - ???
Dojo/Bridge/Roof - C+RS
Cliffs - Jump, ↘ + C



KONOTORI

Fan Throw - ↓ ↘ ↘ + A [slow] or LS [fast]
Spinning Wheel - ↓ ⇨ ⇨ + RS
Low Fan - ↘ + LS+A
Spin Attack - ⇨ + LS
Inviso - ⇨ + LS+A
Torpedo - charge ⇨, ⇨ + RS [hold]
Fly - jump, B [rapidly]
Diving Attack - jump, ↘ + LS
Swan Dive - jump, ↓ + RS

Jump Stomp - jump, ↓ + C

FATALITIES:

"Hat's Off To You" Throw - taunt, ↓ ↘ ↘ + LS+A
Squashed - jump, ↓ + RS+C [while above opponent]
Dojo/Bridge/Roof - [close] ⇨ + RS
Cliffs - Jump, ↘ + LS

WARRIOR



GUIDE

These are moves that do not appear in the manual. Each character has many more "standard" moves as detailed in the booklet. If you find moves that we don't have listed or are listed as ???, let us know so we can update the WOTW community!



MAJOR GAINES

Grenade - ↓ ↘ ↻ + A[short] or LS[long]
Rolling Ball Attack - ↘ + RS
High Ball Attack - ↻ ↻ + RS
Uppercut - ↻ + LS
Steroid Boost - A+B+C
Charged Ball - charge ↻, ↻ + RS[hold]
Splash - Jump, ↑ + LS
De-Boost - [while boosted] A+B+C
Ground Thunder - [while boosted] A+B

Sidewinder Kick - ↻ ↻ + RS

FATALITIES:

Back Breaker - [close & boosted] taunt, ↻ + RS
Suplex - [close & boosted] taunt, ↻ + LS+A
Dojo/Bridge/Roof - ↻ + LS
Cliffs - Jump, ↑ + LS



NINJA

Lightning - ↓ ↘ ↻ + A[slow] or LS[fast]
Hurricane Kick - ↓ ↻ ↻ + RS
Teleport - ↓ + A+B+C
Spin Kick - ↻ + RS
Slide Attack - ↘ + C
Uppercut - ↻ + LS
Knife Attack - A+C
Double Kick - ↻ + RS
Flying Spin Kick - jump, ↻ + RS

Diagonal down-Kick - ↻, ↘ + C

FATALITIES:

Reverse Hari Kari - ↓ ↘ ↻ + A+C
Lightning Fate - ↓ ↘ ↻ + A+LS
Dojo/Bridge/Roof - ↻ + LS
Cliffs - ↻, ↘ + C



NIKKI CHAN

Hair Whip - ↓ ↘ ↻ + A[slow] or LS[fast]
Spin Kick - ↓ ↻ ↻ + RS
Hair Twirl - [hold] B, LS
Straight Up Ball - ↻ + RS
Flip - ↻ ↻ [back] or ↻ ↻ [forward]
Torpedo - charge ↻, ↻ + LS[hold]
Dive Attack - ↑, ↘ + LS
Stomping Jump-Kick - jump, ↓ + C
Ball Attack - Flip, LS[while upsidown]

Split Attack - Flip, RS+C[while upside-down]

Flying Kick - Flip, ↑ + RS[while upside-down]

FATALITIES:

"Your Heart Is Mine" Grab - [close] ↻ + A+B+C
Blown Off - ???
Dojo/Bridge/Roof - C+RS
Cliffs - ↑, ↘ + LS



NOBUNAGA

Shuriken - ↓ ↘ ↻ + A[slow] or LS[fast]
Sword Uppercut - ↓ ↻ ↻ + RS
Sword Slice - ↓ ↘ ↻ + RS
Super Slice - ↓ ↘ ↻, center pad, RS
Slide Attack - ↘ + C
Fast Forward Kick - ↻ ↻ + RS[hold]
Turbo Sword - ↻ + A[rapidly]
Charge Attack - charge ↻, ↻ + RS[hold]
Diagonal down-Kick - ↻, ↘ + C

FATALITIES:

Spinning Decapitation - taunt, ↓ ↻ ↻ + LS+RS[from a length away]
Slice N Dice - ???
Dojo/Bridge/Roof - ↓ ↻ ↻ + LS
Cliffs - ↻, ↘ + C



SHAKY JAKE

Throw Knife - ↓ ↘ ↙ + LS
 Whiskey Flame - ↓ ↘ ↙ + RS
 Stick Uppercut - ↓ ↘ ↙ + LS
 Wheel Attack - ↓ ↘ ↙ + RS
 Spin Attack - ↙ + LS
 Teleport - ↓ + A+B+C
 Air Strike - ↘, ↙ + RS
 Stomping Staff Strike - jump, ↓ + C
 Stick Throw - [close] ↘ + LS

FATALITIES:

Whiskey Charred - Taunt, ↓ ↘ ↙ + C+RS
 Shish Kebob - ???
 Dojo/Bridge/Roof - ↓ ↘ ↙ + LS
 Cliffs - ↘, ↙ + RS



KULL

Hammer - ↓ ↘ ↙ + A[slow] or LS[fast]
 Slide Attack - ↘ + C
 Bone Uppercut - ↘ + LS
 Flying Knee - charge ↙, ↘ + RS[hold]

FATALITIES:

Maim - [close] taunt, ↘ + A+B+C
 Dojo/Bridge/Roof - ↘ + LS

[Kull cannot jump or duck at all, but can do any magic in the game. He cannot perform a fatality on the cliffs]



HIGH ABBOT

Breathe Fire - ↓ ↘ ↙ + LS
 Ball Attack - ↘ + RS
 Tail Sweep - ↘ + LS
 Charged Ball - charge ↙, ↘ + RS[hold]
 Diving Claw - Jump, ↘ + C
 Split Kick - [close] ↘ + C+RS

FATALITIES:

Ashes to Ashes - ???
 Dojo/Bridge/Roof - ↘ + RS
 Cliffs - Jump, ↘ + C

[High Abbot cannot jump straight up, duck, or do regular air attacks but can use most every magic in the game]



MAGIC

Heal - Taunt, ↙ + A or B or C
 Shrink - Taunt, ↓ + B
 Inviso - Taunt, ↓ ↘ ↙
 Confuse - Taunt, ↑ + A+B
 Speed Up - Taunt, A[rapidly]
 Untouchable - Taunt, LS+RS
 Enemy Grounded - Taunt, ↘ + C
 Power Up - Taunt, A+B+C
 Super Power Up - Taunt, ↓ ↘ ↙ + RS

[Most characters can perform Heal, which increases in power from A to C. Other spells vary by character, for example, Konotori and Nikki Chan can Shrink but Major Gaines cannot]

FIND THE WAY - TIPS AND TACTICS

☺ The moves that are a direction + a button require excellent timing. They DO work but it takes practice to get the hang of it.

☺ Most characters have a "strong attack", the punch attack is LS+A and the kick attack is RS+C

☺ For the CLIFFS FATALITY, you have to kick your opponent toward the middle of the screen.

☺ For the DOJO FATALITY, being somewhere near the center helps,

although you will get the skull points even if you aren't - it just isn't very visually impressive.

☺ BRIDGE FATALITY - This is easy - just do the move listed and off they go.

☺ PIT FATALITY - This is easy too - if you make it to the 3rd round, the bridges connecting the floating platform to the walls go away. If you step off or are pushed, you're instantly dead. Be careful, you can

jump or walk off by accident.

☺ ROOF FATALITY - Do the listed move FROM BEHIND the other character. (jump over them if you have to).

☺ For fatalities with a taunt, do the taunt, *wait for it to finish*, THEN do the fatality motion.

☺ For MAGIC, do the motion *while the taunt is happening*.

☺ DEFENSIVE BONUS - According to David Liu, this an anti-cheese

feature. When someone tries to cheese you with Turbo punch, or any other rapid move, KEEP blocking. After you see 15 hits, you'll hear "Defensive Bonus" or something similar, get skull points, and the blue stars will appear more quickly and in the same place. This is the time to counter-attack.

☉STRONG ATTACKS - Nearly every character has a "strong" punch and kick. The punch is done by pressing LS+A and the kick is RS+C.

☉MEGA-BLOWS - You can inflict much more damage on a hit if you taunt immediately before pulling it off. The voice will respond with something like "Painful" or "Mega-Blow".

☉TO PLAY AS KULL: Enter a name of A GAVIN, date of JUN 11, 1970. Next, go to Vs. mode, and move your character box to the right of Crimson Glory. It will move over and you'll be able to play as that boss. It doesn't matter which player you enter the name for, both will work. You can also enter both names, move the box right again to move from High Abbott to Kull (or vice versa).

☉TO PLAY AS HIGH ABBOT: Use a name of J RUBIN, date JAN 6, 1970

☉MAGIC COSTS - **Heal (A - 10%):** 100 pts; **Heal (B - 20%):** 300 pts; **Heal (C - 100%):** 600 pts; **Untouchable (Gaines, Nikki):** 440 pts; **Power Up (Nobunaga,**

Nikki): 380 pts; **Shrink (almost all):** 340 pts; **Super Power Up (Nob., Drag.):** 2300 - 3100 pts; **Speed Up - (Kon, Dragon):** ??? pts; **No Jump - (Dragon, others):** ??? pts; **Confusion - (Fox, others):** 420 pts.

☉PSYCHEDELIC WORLD - To play in "THE CAVE", which has no background but rather maintains the animations of the battle on-screen (weird effect), enter the name PARANOID, with the date of MAY 5, 1975.

☉TUG OF WAR - To play a round where contestants take strength off of the opponent's bar and add it to their own (some of these games can go on forever!), enter the name TUGAWAR, with the date of April 16, 1964.

Whither Sega Master System?

A REVERED LOOK BACK BY EDWARD VILLALPANDO

Acting as a thorn in the side of Nintendo, SEGA proved that having the superior machine, the SEGA Master System, does not always mean that it is the best system. It's the games that make the system what it is, and Nintendo had the games. That's not to say that SEGA did not have good games, just not enough of them.

So why didn't it attain the success it deserved? Mostly because of Nintendo. Nintendo gave the market new life in late '85 with the introduction of the Nintendo Entertainment System (NES). After a successful test market in New York, then California, Nintendo was going nationwide by summer of '86. SEGA saw that there was a market for video games, and decided to redesign its Mark III system from Japan and introduce it over here as the SEGA Master System. This system is unique because it accepts two types of software, one of which is the SEGA card, a credit card sized chip that holds 32 Kbytes of memory. SEGA claimed it was lightweight, yet powerful. The second is the MEGA cartridge, which holds 128 Kbytes (and later 512 Kbytes-4 megabit). This is all fine and dandy, but what about games? The only thing that caught my eye in those first days was **Hang-On**, an arcade hit from the year before. Other than that, there really wasn't anything else to make me want to buy the system. Besides, there was already the NES and Atari's 7800 Pro system, which launched in mid '86 - the SMS was a hard sell. I bought my NES in February of '86 and there were good games already available. I bought the 7800 later that year. But I didn't buy into the SMS. There simply weren't enough games to justify a purchase. That all changed in 1987, when Sega announced that **Out-Run** and **Space Harrier** were coming to the SMS. Then again, there were some good games coming to the NES as well. And many, if not all, games made for the NES were not made for

the SMS. This is because Nintendo had a licensing agreement with all of its third-party developers that basically said any games made for the NES could not be made for a competing system for two years. These companies knew that the NES market was getting huge, so they stuck with Nintendo. Had they developed for SEGA only, they probably wouldn't have made as much money. Had they developed for both, different games would have to have been made for each system. Years later, when Nintendo dropped its "exclusive" clause, many companies remained exclusive to Nintendo, fearing that if they produced for another system, Nintendo might cut the amount of games ordered or say they didn't have enough chips to do any manufacturing. It was these "artificial" excuses that have made people, developers and players, boycott Nintendo at various points in time.

SEGA had good games, quite a few of them. Some of my favorites include: **R-Type**, **Space Harrier**, **Parlor Games**, **Shinobi**, **Out Run**, **Shadow Dancer**, **Bank Panic**, and **Astro Warrior**. I feel these games stand out for one reason or another. There were also duds, more than a few. It was these games that made me look elsewhere for entertainment. Many Master System games had the same type of music, which I call "Rattles and Bops". Some of you know what I mean. Many of them sound too similar.

SEGA also mastered the 3-D effect. Their glasses worked well, but there were not enough games made to use them. I was also disappointed that they did not make **Subroc 3D**, an arcade favorite of mine.

By 1988, it was clear the SMS was a second place system at best. It was then that SEGA of Japan created the Mega-Drive,

a 16-bit system that was loosely based on the System 18 coin-op hardware. The Mega-Drive was released in late '88 in Japan, and September '89 in the U.S. as the Sega Genesis. SEGA promised to continue support for the SMS, and made the Power Base Converter, which lets you play all of your SMS games on your Genesis. SEGA also made the Master System 2, a de-tuned Master System. Many of the games made during the Master System 2 era were done by first-time programmers and a lot of them were duds.

While the SMS receives little support here, it receives tons of support in Europe, where new games still come out every month. Many of your Genesis favorites were made for the SMS: **Streets of Rage** and **SOR2**, **Road Rash**, **Dynamite Duke**, **Mortal Kombat** and many others. You can also play SMS games on a Game Gear through the use of a converter, such as the Gear Master or the Master Gear converter. SMS games play great on the little screen, and even some of the duds seem better on the 'Gear. Maybe it's the controls. The

SMS controller has some problems. For me, the direction pad is a big square pad that don't give precise control of my actions. Even the supplied screw-on stick seemed kinda useless.

So what's the bottom line? Does the Master System lick the "flickering" problem? NO. Many games have flickering. Does the Master System solve the slow-down problem? NO. Some games still have slow-down. Does the Master System have playable games? YES, plenty. Are new games still being made? YES, in Europe. The Master system is an affordable 8-bit system with plenty of games available. There's not many rare or hard to find games, except for those produced overseas. If you have the money (and initiative), games from Europe can be bought for as little as \$20.00 new. This may sound like a lot, but you can get titles that were not made over here. Even though it never attained the success or popularity that the NES had, the SMS still evokes fond memories for many people. With 32 bit and 64 bit systems upon us, the 8-bit Master System can now be considered a "classic" system.

AMERICAN-RELEASED SEGA MASTER SYSTEM GAMES LIST COMPILED BY CLINT DYER

- | | | | | | |
|--------------------------|--------------------------------------|--------------|--------------------------|---|--------------|
| <input type="checkbox"/> | Action Fighter | Sega | <input type="checkbox"/> | Ghost House (card) | Sega |
| <input type="checkbox"/> | Aerial Assault | Sega | <input type="checkbox"/> | Ghouls N Ghosts | Sega |
| <input type="checkbox"/> | After Burner | Sega | <input type="checkbox"/> | Global Defense (3D Glasses)..... | Sega |
| <input type="checkbox"/> | Alex Kidd I: Miracle World..... | Sega | <input type="checkbox"/> | Golden Axe..... | Sega |
| <input type="checkbox"/> | Alex Kidd II: Lost Stars | Sega | <input type="checkbox"/> | Golden Axe Warrior | Sega |
| <input type="checkbox"/> | Alex Kidd III: High Tech World | Sega | <input type="checkbox"/> | Golvellius..... | Sega |
| <input type="checkbox"/> | Alex Kidd IV: Shinobi World | Sega | <input type="checkbox"/> | Great Baseball..... | Sega |
| <input type="checkbox"/> | Alf..... | Sega | <input type="checkbox"/> | Great Basketball | Sega |
| <input type="checkbox"/> | Alien Syndrome | Sega | <input type="checkbox"/> | Great Football..... | Sega |
| <input type="checkbox"/> | Altered Beast..... | Sega | <input type="checkbox"/> | Great Golf..... | Sega |
| <input type="checkbox"/> | Astro Warrior | Sega | <input type="checkbox"/> | Great Ice Hockey | Sega |
| <input type="checkbox"/> | Aztec Adventure | Sega | <input type="checkbox"/> | Great Soccer | Sega |
| <input type="checkbox"/> | Black Belt | Sega | <input type="checkbox"/> | Great Volleyball | Sega |
| <input type="checkbox"/> | Blade Eagle (3D Glasses)..... | Sega | <input type="checkbox"/> | Hang On | Sega |
| <input type="checkbox"/> | Bomber Raid | Parker Bros. | <input type="checkbox"/> | Hang On/Astro War | Sega |
| <input type="checkbox"/> | Buster Douglas Boxing | Sega | <input type="checkbox"/> | Hang On/Safari Hunt..... | Sega |
| <input type="checkbox"/> | California Games..... | Sega | <input type="checkbox"/> | Joe Montana Football | Sega |
| <input type="checkbox"/> | Captain Silver | Sega | <input type="checkbox"/> | Kenseiden | Sega |
| <input type="checkbox"/> | Casino Games..... | Sega | <input type="checkbox"/> | King's Quest | Parker Bros. |
| <input type="checkbox"/> | Castle of Illusion | Sega | <input type="checkbox"/> | Kung Fu Kid..... | Sega |
| <input type="checkbox"/> | Choplifter | Sega | <input type="checkbox"/> | Lord of the Sword | Sega |
| <input type="checkbox"/> | Cloud Master | Sega | <input type="checkbox"/> | Marksman Shoot/Trap Shoot (Light Gun) ... | Sega |
| <input type="checkbox"/> | Cyborg Hunter | Activision | <input type="checkbox"/> | Maze Hunter 3D (3D Glasses) | Sega |
| <input type="checkbox"/> | Dead Angle..... | Sega | <input type="checkbox"/> | Michael Jackson Moonwelder | Sega |
| <input type="checkbox"/> | Dick Tracy | Sega | <input type="checkbox"/> | Miracle Warriors | Sega |
| <input type="checkbox"/> | Double Dragon | Sega | <input type="checkbox"/> | Missile Defense | Sega |
| <input type="checkbox"/> | E-Swat | Sega | <input type="checkbox"/> | Monopoly..... | Sega |
| <input type="checkbox"/> | Enduro Racer | Sega | <input type="checkbox"/> | Montezuma's Revenge | Parker Bros. |
| <input type="checkbox"/> | F-16 Falcon (card)..... | Sega | <input type="checkbox"/> | My Hero (card)..... | Sega |
| <input type="checkbox"/> | Fantasy Zone..... | Sega | <input type="checkbox"/> | Out Run..... | Sega |
| <input type="checkbox"/> | Fantasy Zone II..... | Sega | <input type="checkbox"/> | Paperboy | Sega |
| <input type="checkbox"/> | Fantasy Zone III..... | Sega | <input type="checkbox"/> | Parlor Games | Sega |
| <input type="checkbox"/> | Galaxy Force | Parker Bros. | <input type="checkbox"/> | Penguin Land | Sega |
| <input type="checkbox"/> | Gangster Town (Light Gun) | Sega | <input type="checkbox"/> | Phantasy Star | Sega |
| <input type="checkbox"/> | Ghost Busters..... | Sega | <input type="checkbox"/> | Poseidon Wars (3D Glasses)..... | Sega |

- | | | | | | |
|--------------------------|---------------------------------------|------------|--------------------------|--|--------------|
| <input type="checkbox"/> | Power Strike | Sega | <input type="checkbox"/> | Strider..... | Sega |
| <input type="checkbox"/> | Pro Wrestling..... | Sega | <input type="checkbox"/> | Super Monaco GP | Sega |
| <input type="checkbox"/> | Psycho Fox..... | Sega | <input type="checkbox"/> | Super Tennis (card)..... | Sega |
| <input type="checkbox"/> | Quartet..... | Sega | <input type="checkbox"/> | Teddy Boy (card)..... | Sega |
| <input type="checkbox"/> | RC Grand Prix..... | Tengen | <input type="checkbox"/> | The Ninja..... | Sega |
| <input type="checkbox"/> | R-Type | Sega | <input type="checkbox"/> | Thunder Blade..... | Sega |
| <input type="checkbox"/> | Rambo 3..... | Sega | <input type="checkbox"/> | Time Soldiers..... | Sega |
| <input type="checkbox"/> | Rambo First Blood II (Light Gun)..... | Sega | <input type="checkbox"/> | Transbot (card)..... | Sega |
| <input type="checkbox"/> | Rampage..... | Activision | <input type="checkbox"/> | Vigilante..... | Sega |
| <input type="checkbox"/> | Rastan..... | Sega | <input type="checkbox"/> | Walter Payton Football..... | Sega |
| <input type="checkbox"/> | Reggie Jackson Baseball..... | Sega | <input type="checkbox"/> | Wanted (Light Gun)..... | Sega |
| <input type="checkbox"/> | Rescue Mission (Light Gun)..... | Sega | <input type="checkbox"/> | Where in Time is Carmen San Diego..... | Parker Bros. |
| <input type="checkbox"/> | Rocky..... | Sega | <input type="checkbox"/> | Wonderboy..... | Sega |
| <input type="checkbox"/> | Safari Hunt (Light Gun)..... | Sega | <input type="checkbox"/> | Wonderboy III..... | Sega |
| <input type="checkbox"/> | Shanghai..... | Sega | <input type="checkbox"/> | Wonderboy in Monster Land..... | Sega |
| <input type="checkbox"/> | Shinobi..... | Sega | <input type="checkbox"/> | World Grand Prix..... | Sega |
| <input type="checkbox"/> | Shooting Gallery..... | Sega | <input type="checkbox"/> | Y's..... | Sega |
| <input type="checkbox"/> | Slap Shot..... | Sega | <input type="checkbox"/> | Zaxxon (3D Glasses)..... | Sega |
| <input type="checkbox"/> | Sonic the Hedgehog..... | Sega | <input type="checkbox"/> | Zillion..... | Sega |
| <input type="checkbox"/> | Space Harrier..... | Sega | <input type="checkbox"/> | Zillion II..... | Sega |
| <input type="checkbox"/> | Space Harrier 3D (3D Glasses)..... | Sega | | | |
| <input type="checkbox"/> | Spell Caster..... | Sega | | | |
| <input type="checkbox"/> | Spider Man..... | Sega | | | |
| <input type="checkbox"/> | Sports Pad Football..... | Sega | | | |
| <input type="checkbox"/> | Sports Pad Ice Hockey..... | Sega | | | |
| <input type="checkbox"/> | Spy Vs. Spy..... | Sega | | | |

Special thanks to Clint Dyer of Sega of America for supplying this list. Clint also sent us a complete list of games that were released overseas. Look for it in an upcoming issue of Digital Press.

DIGITAL PRESS' 3 YEAR ANNIVERSARY CONTEST WINNERS

WE RECENTLY RAN A CONTEST FOR OUR THREE YEAR ANNIVERSARY FOR FOLKS WHO HAVE NEVER SEEN DIGITAL PRESS BEFORE BUT EXPRESSED INTEREST. OVER A HUNDRED ENTRANTS PARTICIPATED FOR ONE OF TEN FREE SUBSCRIPTIONS. MOST OF THE CONTESTANTS WERE INTERNET CONTACTS, BUT LETTERS RECEIVED IN THE PAST THREE MONTHS REQUESTING A SAMPLE WERE THROWN INTO THE HAT AS WELL. THE FOLLOWING IS A LIST OF THE WINNERS. IF YOU SEE YOUR NAME HERE, YOU'RE ALREADY RECEIVING THE FIRST OF YOUR FREE YEAR'S SUBSCRIPTION! CONGRATULATIONS, NEW READER DUDES!

- JEFF LEVINSON, PHILADELPHIA, PA
- RIK MORGAN, DALLAS, TX
- WILL CHOSE, JACKSON, OH
- MICHAEL J. NOVAK JR., PARMA HEIGHTS, OH
- WAXY, BOSTON, MA
- JEFF LODOEN, SAN JOSE, CA
- MARC MARCUSE, LAS VEGAS, NV
- ROBERT W. SUTTON, CLEARWATER BEACH, FL
- JEFF SHIH, SHERMAN OAKS, CA
- SIMON ARTHUR, PORT ORANGE, FL

DP GUIDE ADDENDUM 3.01

BY JOE SANTULLI

The last thing I ever wanted was a monster that had to be re-created every year, but there's enough classic gamers out there to warrant it. What do you do while you're waiting for the next full update to the DP Collector's Guide? I say WHY WAIT? From here on it, I'll print addendums to the Guide: price updates, information updates, and new discoveries as they roll in. Just rip out or photocopy this page and stick it in front of your Guide, or create a "companion". Hopefully, I'll even save a few collectors some money and these addendums can fully supplement "last year's Guide"!

ATARI 2600

- | | |
|---|---|
| <ul style="list-style-type: none"> <input type="checkbox"/> Baseball (Super Challenge Baseball).....M Network 8.00
<i>A re-issue of M Network's Super Challenge Baseball. This game appears with a white label with black lettering in the traditional, cumbersome M Network case.</i> <input type="checkbox"/> Flying Saucer (Rambasen Attacke, Z-Tack) {E} ??? 60.00
<i>One of many European "clones", This unidentified company released Bomb Software games overseas. See also Super Ray.</i> <input type="checkbox"/> Football (Super Challenge Football).....M Network 8.00
<i>A re-issue of M Network's Super Challenge Football. This game</i> | <ul style="list-style-type: none"> <input type="checkbox"/> <i>appears with a white label with black lettering in the traditional, cumbersome M Network case.</i> <input type="checkbox"/> Lilly Adventure (PITFALL) {E}.....Starsoft25.00 <input type="checkbox"/> Rambasen-Attacke (Z-Tack) {E}Starsoft25.00 <input type="checkbox"/> Z-Tack (Flying Saucer, Rambasen Attacke)Bomb75.00
<i>Cartridges by Bomb are exceptionally difficult to find. They were available for a very short time in few areas. # CA283.</i> |
|---|---|

INTELLIVISION

- | | |
|--|---|
| <ul style="list-style-type: none"> <input type="checkbox"/> Sewer SamInterphase 15.00
<i>Sewer Sam DOES have overlays.# 8010002-A-1N.</i> <input type="checkbox"/> Yogi's FrustrationMattel..... *** | <p><i>A recent "one-of-a-kind" discovery reveals that this game is seemingly complete. DP #22 has all of the details.</i></p> |
|--|---|

PSYCH-O-PEDIA

Coleco Telstar Arcade - Before there was a ColecoVision, Coleco had another cartridge based system called the Telstar Arcade (c. 1977), not to be confused with the Coleco Telstar (an early Pong game). The Telstar Arcade is a triangular-shaped module which looks like a pyramid with the top lopped off. Side 1 consists of the paddle game console. Side 2 is the light gun & holster and Side 3 is the driving game dashboard complete with steering wheel and gear shift. There are switches/buttons/knobs to control the difficulty levels, game number, "english", start and reset.

The system comes with "Cartridge #1", which contains one of each of the 3 types of games. Even the carts are triangular and look like they have been dipped in silver paint. Each of the four known carts has more than one game on it, for a grand total of twelve different games.

As can be expected on games from this era, the graphics are blocky. They are, however, in color. Pong here can be very fast and due to slow response time is probably the worst game. In driving games, it can be rough staying on the track, unless you opt not to worry and concentrate on simply avoiding collisions. My personal favorites are the light gun games as the response time is very good. It is my belief that not too many of these systems survived due to the bulky size. In a pinch, one can substitute the Atari 2600 power adapter with no apparent side effects.

GAME CARTRIDGES: Cartridge #1: Road Race/Tennis/Quick Draw #6175; Cartridge #2: Tennis/Hockey/Handball/Target; Cartridge #3: Pinball/Shoot the Bear/Shooting Gallery; Cartridge #4: Naval Battle/Speed Ball/Blast-Away #6114; Telstar Arcade Unit #6175

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PRESS BOX

A BASKETBALL GAME I CAN ACTUALLY ENJOY

by Karl Youngman

There are mysteries around us that can't be easily explained. Stonehenge; how life began; deep, meaningful love - and why "they" can't make a decent basketball video game. It's been done for every other sport. *Madden Football* and *NHL Hockey* have captured the realism of their sports and put it all in a neat little cartridge for you. Why not hoops? If *NBA Jam* did it for you, then you and I have nothing more to talk about. I, however, do NOT want to see a player jump 75 feet in the air and stuff a flaming basketball. I'm talking about, and looking for, a game that would make Dr. Naismith proud.

They have tried. Oh, how they've tried. *Bulls vs. Lakers* and *Bulls vs. Blazers* were starting to scratch the surface. But could basketball get any slower? If I wanted that I could just go watch Princeton play! There's got to be a middle ground between *NBA Jam* and *Bulls vs. Lakers*. There must be others who feel the same way. It's time we got what was coming to us! (Drum-roll, please) *NBA Live '95* is here! Sweet Baby Jesus, have they finally done it? There doesn't seem to be anything drastically new, but the best of everything else has been combined into this neat little package. 45-degree angle of the court? Been done before - but now without the annoying tilting of the floor when you pass half-court. Slow-motion jams? Been there. But it's never looked this smooth. There's even room to make some moves. Up until now, it always seemed like there were 30 guys on the court, not 10. Now I can play a season of hoops and prove what I already know to be true. That the Rockets got lucky last year, and the Knicks deserved to win.

So, it's the perfect game, Mr. Youngman?? You're heading right out to pick this one up?? Settle down, there's another side to the story. This is definitely the best you can get for the look and feel of the NBA, but let's talk numbers. I'm into statistics and would like these games to reflect reality to some degree. I want to be able to play a 48-minute game and have the final score in the area of a basketball score, not the national debt. I know I can set it up as a 32-minute game, but that's not the point. If I wanted that, I'd also expect a 6-inning LaRussa baseball game. In my current season, I have the top three 3-point shooters in the league, and they're all over 60 percent. I've committed just 50 fouls in 20 games, and average more blocks per game than rebounds (It's tough to get rebounds when nobody misses!). I've only been to the line about 60 times in 20 games, and I'm 58 out of 60. I've seen a computer player catch a pass in the air, with his back to the hoop beyond the arc, turn in mid-air without coming down and swish a 3-pointer. Hello? McFly?! Anybody home?

Let's talk rosters. Perhaps there is some contractual snag that prevents current rookies from being part of this game. These are supposed to be the 94-95 rosters. "The Human Highlight Film" is on the Celtics, so I know that's the case. So where is Grant Hill and Glenn Robinson, the \$100 Million Man? I noticed Matt Wenstrom (sitting on the Celtic bench) in *NBA Live*. Those of us who are ACC fans recognize him as the guy who did a small amount of back-up work at UNC for Eric Montross, who SHOULD BE a member of the Celtics, but isn't in this game. I guess the creators of *NBA Live* figured that those seven-foot white Tarheels are all the same. Does all of this matter, you ask? Am I just looking for something to complain about? Maybe you don't care who the hell it is on the Celtic bench. It could be Montross, Wenstrom, or even Chad Everett, but it does matter to me. It's these little G-D. things that add up that tick me off. I'm going to play an entire season, but I'm still waiting for the game that is made for the basketball purist. Dare to dream.



GOOP DE GRACE

The Last Word in Gaming from academist Jeff Cooper

COLLECTOR'S REFLECTIONS: A TRIBUTE TO THE "OLD" ATARI

On July 2, 1994, the ten year anniversary of perhaps the most significant single date in the history of videogaming passed quietly and without comment. On that date in 1984 Warner Communications sold Atari, Inc., bringing the videogaming craze of the early 1980s to an abrupt and stunning end. The Man Who Purchased Atari was Jack Tramiel, former CEO of Commodore Computers, who quickly announced that he had no intentions of selling videogames and fired the vast majority of Atari employees. He had purchased the Atari name and its marketing infrastructure for the purpose of developing and selling computers. Virtually all other videogame manufacturers ceased operations in the wake of this news. On television, in newspapers, and in magazines, the sickening message was the same: Game Over.

While everyone understood that videogames were in the midst of a great "crash," it seemed inconceivable—simply beyond belief—that the hobby could be dead. After all, twenty-eight million American families owned Atari 2600s. And Atari was working feverishly to resuscitate the videogame market up to the very moment it company was sold. The company had conducted extensive market research that indicated that videogaming remained a serious hobby for millions of gamers; the market was anything but dead. In response to their research, Atari had developed and begun manufacturing its new advanced unit, the 7800, a system that played all 2600 games as well as its own advanced cartridges. The "Prosystem" had received positive reviews in all of the major magazines and was heavily advertised on television in the New York area prior to the sale of Atari. Over a hundred thousand systems, along with thousands of superb cartridges, sat in warehouses awaiting release.

Tramiel, however, did not believe in videogames. To the great anguish of dedicated gamers everywhere, the 7800s would remain in the warehouses. In hindsight, this was a business miscalculation of staggering proportions—and one that put tons of money into the hands of a Japanese company named Nintendo. How different the history of this hobby might have been had Warner decided to hang on to Atari through the Christmas season. (See "What If . . ." in Digital Press #7 Oct/Sept 1992).

The "old" Atari was dead, but it would never be forgotten. To this day the name evokes magic and nostalgia not unlike those of Walt Disney and the Wizard of Oz. How many people bought a Jaguar largely because it is emblazoned with the familiar Fuji logo and the name "Atari"? What is behind this mystique? The definitive book on Atari has yet to be written, and perhaps never will be. The "inside" story doesn't seem to tell us much that will explain the magic of Atari. Existing accounts portray a company riddled with strife; one that suffered from constant hirings and firings at all levels. One is left wondering who Atari was. Was there any one person or group of persons that gave the company identity and direction during the late 1970s and early 1980s? What remains

surprising is not the unevenness of Atari's 2600 releases, but the fact that it produced so many good games for the VCS and the 5200. How could a company immersed in such chaos perform at all?

For most people, of course, the magic of Atari has everything to do with the games themselves. Videogaming was an all new kind of hobby. It was colorful, musical, thoughtful, imaginative, competitive escapism at its finest. Videogames allowed you to play in cartoons. People loved Atari because people loved videogames.

For me, the "magic" of the Atari name goes beyond the games and rests also with the fact that the company was so quintessentially "eighties," and its rise and fall so classically "American." Could any company better personify the 1980s than Atari? The spectacular rise out of nowhere, the incredible profits, the reckless business practices, the staggering debts, the shipping of thousand of American jobs overseas, the ultimate crash . . .

There was also something very "American" about Atari:

—Atari's story was one of "rags to riches." We all know that Nolan Bushnell started the company with five hundred dollars and it grew into an enormous corporation that reaped hundreds of millions in profits.

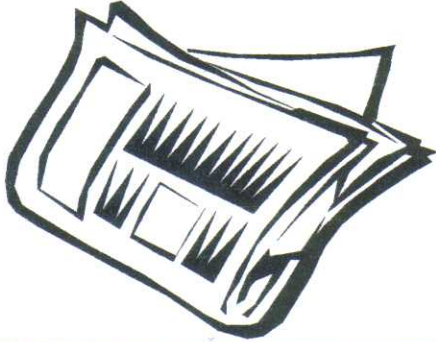
—It represented technological change and bold innovation. Atari was on the cutting edge in both its arcade and home games. Many accounts suggest that Atari threw money at practically any idea—no matter how far-fetched—so long as it was bold, new, and exciting.

—Atari reflected the common belief in the limitless of America. During good times, Americans tend to think and act like June is going to last forever—look at the 1920s, the early 60s and the 1980s. Atari's typically American "anything is possible—go for it" attitude led to wasted money, overproduction and rash business practices, in addition to striking innovation and glorious success. Atari spent huge amounts of money to license games like E.T. and Raiders of the Lost Ark and they produced them by the millions. The company never seemed to consider the possibility that some VCS owner might not be willing to shell out \$30 for these games. The need to be conscious of limits never seemed to occur to Atari.

It was a wild ride that ended on July 2, 1984. Along the way Atari made millions and lost millions more. It created thousands of jobs and handed out thousands of pink slips. Atari manufactured some miserable games but, far more importantly, it created many, many more that were just great fun. As syrupy as it may sound, Atari made millions and millions of kids very happy.

Videogaming is now a permanent fixture in the landscape, a part of growing up for practically every American kid, and lots of adults, too. And we owe most of this to the "old" Atari. Whatever it was, whoever they were, and for all their blunders, nothing can change the fact that the "old" Atari created this hobby.

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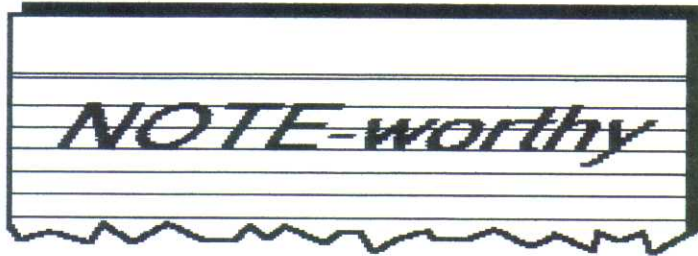
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YOGI BEAR ON INTELLIVISION!

Bob Pontiakowski wrote us with an incredible find, a never-before-seen game for the Intellivision called **Yogi's Frustration**. Bob writes:

"The title screen says copyright Mattel 1983. It's a cool game. The game is on a Mattel T-Card development board. The card is shaped like the letter T. With the base of the T about the same size as a normal cart (sans circuitry) and the crossbar being about 3x larger (this is where all the circuitry sits). This is mounted in a black plastic case that has a molded frame on the top of it similar to the top of the voice synthesis box (to hold the Intellivision logo?). There's a handwritten stick-on label that says **Yogi's Frustration**.

The game screen is set in a factory. It's a traditional single screen game set up sort of like the spark level on **Donkey Kong Jr.** There are 4 conveyor belts stacked across the screen, with Yogi at the top left, a wagon at the bottom left, Boo-boo at the bottom center, ladders running up either side of the screen (connecting all the conveyors), and up by Yogi there's a big hook and a pinball-like plunger sticking up next to it. Yogi has a pile of multicolored blocks (goodies? bricks? hoojie-watzits? who knows...) that he drops onto the top conveyor. This belt moves left to right, carrying the brick almost to the ladder at the edge of the screen, where it drops down to the next belt, which runs right to left. The block

continues down in this fashion until it reaches the wagon, for which Yogi earns ten points.

While Yogi is loading the goodies as fast as he can onto the conveyor, occasionally a goodie will mutate into one of two objects - a picnic basket or a unicycle. The basket is a good thing, while the unicycle is bad. You see, the block gets stuck wherever it is when it mutates into the unicycle, traveling back and forth on that belt dislodging all the goodies that come its way! Yogi gets no points! Who does Yogi all for help? Heeeeeeeeeeyyyyyy Boo-boo! And you control Boo-boo!

Boo-boo can climb up and down the ladders, and hop back and forth across the conveyor belts (he can also fall through the gaps at the end of the belts, where he drops to the bottom of the screen, stunned for a moment from landing on his head!). When he gets to the unicycle he can jump on top of it Mario-style to knock it down to the next level. Eventually he can knock it off the bottom level & the blocks then will start filling the wagon again - once Boo-boo gets out of the way! If Boo-boo gets in the way of the blocks he stops them from going into the wagon just the same as the unicycle.

Boo-boo must grab the basket and race to the big hook near the top of the screen, drop the basket on the hook, and then jump onto the plunger. As the plunger drops, the hook & basket rise up to Yogi's platform. Yogi then stops his conveyor/goodie action, does a little exit stage right animation and runs over to get the basket. Once he has the basket (and 50 points), he does an exit stage left animation and goes back to dropping goodies onto the conveyor belt. All of this, sadly, is complicated a very large, hungry green bird that follows Boo-boo around the screen trying to steal the basket.

There appears to be a time limit on each round, I haven't figured this out yet. Eventually the factory whistle blows, and Boo-boo makes his way off the screen at the bottom right. I've only made it to level 2 so far, which staggers & shortens the conveyors to increase the difficulty level. The music throughout the game is very catchy, upbeat, & fun."

Sounds great, and what a showpiece for your collection, Bob! Thanks for writing us with your incredible find!